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the **Getaway** *Black Monday*



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PlayStation[®] 2



the Getaway Black Monday

PRIMA OFFICIAL GAME GUIDE

Prima Games

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3000 Lava Ridge Court
Roseville, CA 95661
1-800-733-3000
www.primagames.com

Product Manager: Mario De Govia



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Created By: Kaizen Media Group
President: Howard Grossman
Author: Casey Loe
Designer: Tim Davis
Production Assistance: Mike Vallas

Special Thanks: Grant Luke, Ken Chan, Ramon Concepcion, Victor Harris, Jimmy Goh, John "Joe" Greene, Justin Rognier, David Hodgson



01 THE CAST OF CHARACTERS

MOVERS AND SHAKERS OF *THE GETAWAY: BLACK MONDAY*

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01 THE CAST OF CHARACTERS

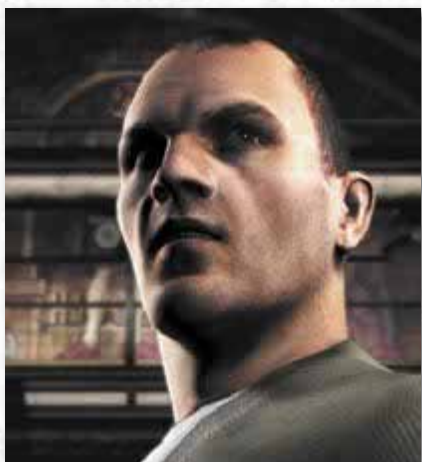
MOVERS AND SHAKERS OF *THE GETAWAY: BLACK MONDAY*



BEN "MITCH" MITCHELL

Mitchell, 30, works in the Organised Crime division of the Met. He's athletic and sharp, but dangerous. Mitch is a police man with a history: he was a juvenile delinquent and recreational drug taker when a teenager before the army turned him round. His eyes hint of threat and occasionally a fit of violence breaks through the surface tension. Mitch only speaks when it's necessary. Off-duty his silence unnerves his brash team mates, but on the job they know who to rely on. His commanding officer, Munroe, respects and trusts his methods of working. His tendency to pull the trigger has been fatal; he shot a teenager in the back. A police cover-up kept him on the squad and his name out of papers. An order is an order but sometimes his own 'questionable' judgment takes control.





EDDIE O'CONNOR

Eddie, 32, is broad but lean with a boxer's nose and roguish features. Unambitious, uncomplicated and relaxed, his expressions mirror his emotions. Born and raised in Bethnal, Eddie has inherited the old East End values of family and loyalty. He has boxed at Danny's gym since he was eleven. Now a star amateur boxer, he is a local celebrity. He is quick, nimble and generally brighter than your average boxer. Still, he is the brawn to Danny's brains and this suits him fine. With only a Mum to drag Eddie up, Danny became his mentor; a foul-mouthed but kind father figure who taught Eddie everything he knows. Eddie would do anything for him, and usually does. He is no stranger to guns, Danny's jobs sometimes necessitate it, but he prefers fists. In this straightforward life, he has never yet had to deal with unhappiness or trauma.





SAM THOMPSON

Sam, 19, is slight, agile and boyishly attractive. She is also hard as they come... Bethnal-raised through and through. Although young, she's very capable. A born scam artist, but never taken seriously, she learned about computers from an uncle. This was her license to make a name for herself helping local burglaries with security systems and building plans. She also ran a successful online casino. She is bolshy, confident and always ready to prove herself. Her intelligence and ambition are well beyond her years. Her rebellious nature, craving for attention and the way she sucks on her cigarettes, however, are not. Still, she has an infectious energy that is attractive. Sam got out of a juvenile detention unit a year ago for a hack that went tits up. Inside, with no computer, she took up gymnastics in a ploy to break out. She did but the police picked her up a day later. Sam met Danny when he went out with her Polish Mum for a brief time.



JACKIE PHILIPS

Jackie, 34, a beautiful and quick witted crime journalist, has been investigating 'The rise of European Organised Crime' in London for two years. Now she has focus on 'The Thieves in Law', a term she re-coined from an old faction of Russian Mafia. She is gathering information for a book in which she hopes to expose the identity of this elusive group. She is upfront, courageous and has no qualms about speaking her mind. Everything intrigues her.



VIKTOR SKOBEL

Viktor, 59, is an eminent figure in the world of Financial London. He is a complex man and his smile is never what it seems. A gracious individual, he is also feared and resented by many. Grey-haired and dashing, shrewd and highly intelligent, Viktor conducts his business affairs ruthlessly; if he's not corrupt then the next man will be. He has a passion for fine art, fine culture and fine women whom he treats like second-class citizens. Viktor was driven out of Estonia in '92, a corrupt Russian Soviet and powerful leader of The Thieves in Law. His past routed in poverty and 'made his bones' in less organised crime. His tattooed hand is a mark of this. Associates had cracked the US, so he brought his way into London. Legitimacy and illegitimacy, like church and state, are train tracks for Viktor: they run in parallel.





DANNY WEST

Danny is 57, rapidly loosing his hair and slowly loosing his mind. He has been a boxing trainer for 25 years. A flawed hero, his boys idolize him; Eddie O' Connor being his favorite. Danny's concerns in life are his club, his boys, his gambling habit and making enough money to support all of these things. His heart of gold makes his weaknesses and white lies forgivable. His gym is legit but his sidelines are as dodgy as a vicar on a rape charge. His boys are muscle for anyone that needs it: night club security, racketeering, debt collection. He's a network man, a regular 'Jim'll Fix It', "My boys'd put on a tutu and do fuckin' Swan Lake for the right price".

He always looks out for his boys and always sees to it that they are well paid. Eddie is his golden boy and he has ultimate faith in him. Danny is in debt with the Collin's Crew and this time they're demanding the impossible. His life is pretty cheap at the moment but now they're threatening to close the gym down.



ZARA BEAUVIAS

Zara commands all the power that her beauty allows. Born with her mother's good looks and a silver spoon in her mouth, she's never had to lift a finger in her life. Therefore, beauty is her commodity and she uses it to get what she desires: high fashion, high heels and a high standard of living.

Viktor is her perfect match; powerful and dashing, he is able to provide all that her expensive taste desires. In return, she makes a fashionable accessory. However, the power that she wields over others does not hold with Viktor. Around him Zara is seen, but certainly not heard. The vibrant Parisian 'It' girl is a silent beauty... a fate she can handle, as long as the price is right.



JIMMER COLLINS

Jimmer, 34, is quite literally Nick's little brother. At 5'6" he is the runt of the litter, and bitter about it. Carrying a Napoleon complex with little experience in running a business, he is struggling for support and ideas. Since Nick's death, he has been making a shamble of Nick's successful illegal enterprises. In an attempt to win the faith of his gang, he is scheming to revive Nick's unfinished credit card operation. With neither the facility nor the patience for a 'skimming' ploy, he plans to go straight for the jugular and decides to use a middle man rather than his own disgruntled crew.



JAMAHL

Jamahl and his Yardies were least effected by the gang war of 2001. They had some casualties but business is still thriving. Now he has stepped up the violence and is setting up some men in the Midlands.

The Collins crew are upsetting the equilibrium by treading on his turf and interfering with his business. Jamahl was finding it hard to get a hold of the arms to supply his crew's demands for more help against the Collin's crew, then suddenly the Russians stepped into the picture.



02 GENERAL TACTICS

A GUIDE TO SURVIVING THE STREETS OF LONDON

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02 GENERAL TACTICS

A GUIDE TO SURVIVING THE STREETS OF LONDON

01 Game Structure

Chapters and Missions

The 22 chapters in *The Getaway: Black Monday* encompass nearly 50 separate missions. Most chapters include at least one driving mission and one mission on foot, but some contain only one type or the other.

When you begin a new mission, the Mission Objective in the pause screen will change. When you fail a mission and choose to continue, or select Restart in the pause screen, you will begin at the start of the most recent

mission. (There may also be additional continue points in certain missions.)

When you begin a new chapter, your progress will automatically be saved to your memory card, and you'll be able to select the new chapter from the Chapter Select screen. But if you exit the game you won't be able to save your place in the new chapter. Even if you've completed 2 of the 3 missions, you'll start at the beginning of the chapter's first mission.

Storyline Splits

The storyline of *The Getaway: Black Monday* actually splits twice, although the decisions you have to make (in Chapters 13 and 18) are so subtle many players may not even notice them. Nevertheless, they have a huge impact on the game, and will effect both the game's ending and the content of the chapters that follow.

If you're curious about the paths not traveled, you can select the decisive chapters in the Chapter Select menu,

and replay them with the opposite decision. The next time you select that chapter on the Chapter Select menu, you'll see that the route has split. Some chapters change significantly. Chapter 14, for example, is completely different depending on what you do in Chapter 13. Other chapters don't change at all, but you'll still need to replay them on the split path if you want to reach the other endings.



Key Rings & Unlockables

In addition to the Story Mode, there are four other modes that can be selected from the Special Features menu. At the beginning of the game, you can select from two different missions in Race, Chase, and Black Cab modes, and play Free Roaming mode with Mitch.

To unlock new missions in each of the modes, you need to collect key rings. There are 24 total key rings in the game:

one in each of the game's 22 chapters, and additional key rings in the alternate versions of Chapters 14 and 22. Each key unlocks a new Special Feature mission, but the missions are unlocked in the same order no matter which key you get first. In our walkthrough, we list what new feature you'd unlock if you've picked up every previous key.

02 Playable Characters

There are three playable characters in *The Getaway: Black Monday*, each with significantly different capabilities. You don't choose when to play each character. The first eight chapters are all Mitch, and the rest of the game is Eddie with a few Sam chapters mixed in.

Ben "Mitch" Mitchell

Mitch begins each mission with the following weapons:

WEAPONS


- An MP-5 submachine gun (30 rounds) with three additional clips.
- A Glock 17 handgun (19 rounds) with three additional clips.
- 5 gas canisters.

These are the only weapons Mitch can ever use. Even if an opponent drops a superior weapon, Mitch won't be able to take it. He can, however, pick up the clip from MP-5s or Glock 17s dropped by fallen enemies or allies.

Typically, you should use the MP-5 as your primary weapon and fire in very short bursts. The Glock isn't a bad back-up; it's very accurate and may be even better than the MP-5 when you're targeting manually.

It isn't clear what exactly is in the Gas Canisters, but it sure isn't sissy stuff like tear gas. If you throw it near a group of enemies (allies) and wait a few seconds, everyone in range will die like roaches near a bug fogger. The gas hurts Mitch as well, so use the canisters carefully! They're best utilized in small rooms where enemies are entrenched behind cover. Just toss a few canisters and come back later to mop up.

MITCH'S MOVES

The  button can be used to arrest an enemy, which is handy when you don't want to waste a bullet on a surrendering foe, or stumble upon one after turning a corner. Mitch cannot grapple and cannot take hostages. His only close-range attack is a pistol whip.

LEGAL STATUS: As a cop, Mitch is so far above the law he can barely see it. He can take any car he wants without repercussion, ignore all traffic laws, and execute anyone he likes. Your orders often include arresting suspects, but outside of one or two key witnesses, no one will complain when you murder a surrendered foe or shoot a perp in the back.

There are limits to the amount of property damage and pedestrian fatalities you can cause in driving missions, but it's hard to fail a mission for abuse of power without actively trying. When you have a partner, they'll complain when you murder civilians, but once again, you'd really need to work at it to fail a mission for excessive brutality.

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Eddie O'Connor

WEAPONS

- Eddie can pick up any weapon in the game, although he starts most chapters bare-handed.

When Eddie nears a weapon, he'll automatically pick it up if it's better than the weapon he's currently carrying. The first weapon is dropped, except for handguns, which Eddie slips into his back pocket. He'll drop his current weapon and draw the handguns if you press the **R3** button.

Eddie can dual-wield pistols and submachine guns, so at any given time he can pack two of each. Eddie is also the only character who can use melee weapons, although these are the lowest-priority weapons in the game and will be replaced by any gun. To understand how automatic weapon swapping works, see the Weapons section at the end of this section.

As a trained boxer, Eddie's fists are lethal. But when he's unarmed, his biggest strength is his ability to grapple with the **○** button. When Eddie is grappling with a foe, you can do whatever you like to them without fear of retaliation. Grappling is also useful when fighting a group of enemies, since most foes will sit idly by while you pummel their friend. If Eddie fights with his fists, by contrast, they'll surround him and attack from all sides.

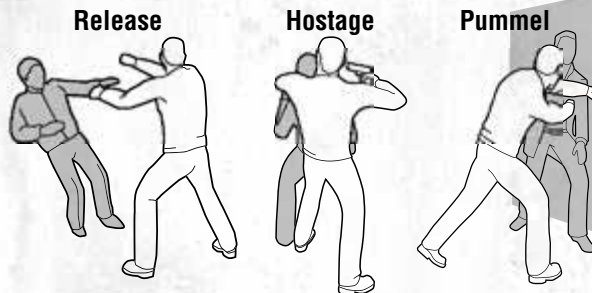
After Eddie grapples an enemy (with the **○** button), he can do the following:

EDDIE'S MOVES

- Release:** Press the **○** button again to free your captive, or press the analog stick in any direction and press the **○** button to hurl the captive in that direction.
- Pummel:** Press the **□** button to punch, kick, or head-butt the foe in Eddie's grasp. Experiment with holding the analog stick in different directions to do different combos, but the end result of any combo is the same: The foe is down for the count.
- Neck Snap:** If Eddie is grappling an enemy from behind, you can snap his neck with one tap of the **□** button. This is a fantastic way to kill foes silently. If he's grappling an enemy from the front, you can turn him around with the **×** button, and then do a neck snap.

LEGAL STATUS: Eddie is wanted by both the cops and every gang in London. Any crime he commits will get the full attention of the police department once he's identified, and he'll be hounded by gangs whenever he's on the road.

On the plus side, as Eddie you can do pretty much anything you want. Eddie can kill cops, murder civilians, and obliterate every car on the road without failing a mission for excessive property damage.



TAKING HOSTAGES: If Eddie is grappling an enemy from behind (or you've turned them backward with the **×** button), he can move while holding them in front of him as a hostage. If he has a one-handed weapon, you can shoot other foes by targeting them with the **R1** or **R2** buttons and firing with the **□** button. (If Eddie is holding a two-handed weapon, he'll drop it.)

Cops and security guards will not fire at Eddie while he's holding a hostage. Gangs will do so gladly, so it's basically a human shield that will soak up a few hits. If Eddie's shield/hostage survives the experience, he can kill him with the **□** button after you release the **L1** button.



Sam Thompson

WEAPONS

- Sam can't use any weapons at all.

WHAT SAM CAN'T DO: Sam can't use any weapons at all. She can't grapple, and she can't punch. The only way she could possibly kill anyone is by running them down with a car. In non-vehicular combat, all she can do is run.

Sam can't car jack, although she can steal cars that have been left unattended. If you want to take a car with a driver, you'll need to bash it with another car until the driver leaves the vehicle.

WHAT SAM CAN DO: Sam is both stealthier and more agile than Mitch and Eddie. She can jump onto light fixtures and rooftops by kicking off walls or other objects with the **A** button. She can also sneak into tight places like ventilation shafts by crouching with the **X** button and pressing the **□** button.

Sam's other asset is Creep Mode, which she can enter by tapping the **○** button. While she's creeping, Sam moves slowly but makes so little noise that she can walk directly behind an enemy without them noticing. As long as she doesn't cross an enemy's line of vision, Sam is safe from discovery while in Creep Mode.



LEGAL STATUS: Sam gets the best of both worlds, since she isn't really on the police's radar and the gangs have no interest in her whatsoever. That means her driving missions are free of conflict unless she commits a felony. If she does draw the attention of the police, she'll need to speed away, since it's difficult for her to switch cars without the ability to car jack.



As long as she doesn't cross an enemy's line of vision, Sam is safe from discovery while in Creep Mode.



03 Combat Tactics

Lock-On vs. Free Aim

If there is one key to victory in the game's on-foot combat missions, it's knowing when to use each targeting method. The choice between automatic and manual targeting isn't a matter of personal preference; a good player will use whichever one the situation calls for.

LOCK-ON: When you hit the **R1** button, you immediately target the nearest enemy in your line of vision. If you hit it again, you'll target the second-to-nearest enemy, if another is available. With automatic targeting, you turn quickly, your aim is always accurate, and you can move from target to target in a heated firefight with just the tap of a button.

There are several problems with automatic targeting. One is that you can only target an exposed enemy; if a foe's vitals are behind cover, you can't lock on. The second flaw is that you always lock onto an enemy's chest. A typical enemy can endure two or three direct hits in the chest, but headshots always kill in one.

FREE AIM: When you hold the **R2** button, you can aim freely. There's no crosshair in the center of the screen, so you'll need to sight foes with the tip of the gun barrel. With manual targeting you can kill enemies with headshots, and fire at enemies who are cowering behind cover. (If any part of their body is exposed, you can put a bullet in it.) Manual targeting is the only way to destroy objects (like exploding

barrels) and kill hostage takers without hurting the hostage. You can also hit foes who are too distant to be targeted with the lock-on feature.

The downside to manual targeting is that it's time consuming to set up a shot, hard to hit moving targets, and you turn very slowly while in Free Aim, making it terrible when you're fighting foes who are widely separated. If you're dual wielding, you can only use the gun in your right hand while in Free Aim. But whenever you're firing at enemies who are hiding, distant, or unaware of you, Free Aim is the way to go. It may take a bit of practice, but it's worth it.



Lock-On



Free Aim

Utilizing Cover

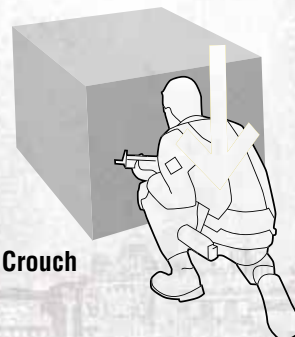
In a heated firefight, nothing is more valuable than good cover. But standing halfway in a doorway or behind some boxes isn't going to do it. If you're not using the **X** button, you might as well be standing in the middle of the battlefield with your pants down.

If you press the **X** button while against a wall, you'll enter Stealth Mode, and stick against it. If you then slide to the corner, or a doorway, you can press the analog stick toward the opening and hit the **R1** or the **R2** buttons to enter the targeting mode of your choice. It may not look any different from standing halfway in the doorway, but your vitals are protected while you're in Stealth Mode, and you'll almost never get hit (unless, of course, an enemy is shooting from behind you).

You can also use objects for cover: Cars, fences, and concrete blocks will all do the job. Hit the **X** button to crouch behind them, then use the **R1** or the **R2** buttons to start targeting your foes. Even though your head is clearly exposed, your foes will be aiming primarily at your chest, which should be well protected.



Stealth Mode



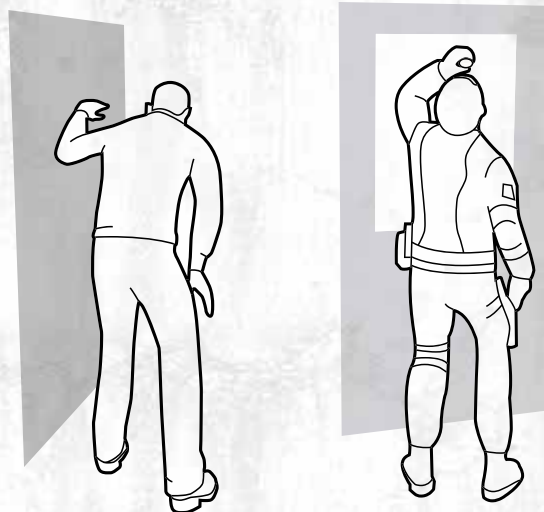
Crouch

Resting & Healing

When your shirt is bloody and your character is staggering, position your character out of the line of fire and near a wall or object. Your character will lean against it and slowly recover his health.

In the original version of *The Getaway*, you could heal any amount of damage in this manner, but in this game, there's a strict limit. In a typical level, you can heal from the brink of death to full life twice (give or take a few wounds). After that, you can stand near a wall for as long as you like, and nothing will happen.

Another change is the addition of wall-mounted first-aid kits. These exceptionally rare objects will return you to full health if you're wounded, but won't reset the amount of lean-against-the-wall healing you can do.



Power-Ups


There are two power-ups you'll find hidden in certain areas. Once you get them, they'll last until you fail a mission. If you're still in the area, you can go back and get them again, but they're few and far between. Both items are depicted in scale, with no sparkles or special effects, and are extremely difficult to spot.

THE SILENCER: The silencer can be used on most guns, and will automatically attach itself to every eligible gun you pick up. It muffles the sounds of your gunshots with no loss of range or power, making it a snap for stealthy players to shoot not just one enemy in the back, but everyone in the room, one-by-one.

BRASS KNUCKLES: (a.k.a. "Knuckle Duster") This Eddie-only weapon is unique in that it is not replaced by superior weapons, but stays on Eddie's fist. Whenever Eddie finds himself with no weapons it will be there, and it makes every punch a one-hit kill.

Combat Tips

ROLLING THOUGH ENEMY FIRE:

When you're trying to reach cover or grab a new weapon in the middle of a firefight, press the analog stick in the desired direction and use the  button to execute a roll. It seems silly, but rolling is just as fast as running, and it throws off enemy aim. You aren't immune to enemy fire when rolling, but you'll get hit a lot less.

RELOAD OFTEN:

Unless you're counting shots Dirty Harry-style, there's no way of knowing how much ammo is left in a clip. Instead of waiting for the voice reminder, do a manual reload with the **L2** button whenever you have a spare moment. Despite the gritty realism of the game, you don't waste a half-full clip when you reload; bullets are simply taken from the next clip with no net loss.

PARTNERS & FRIENDLY FIRE:

Auto-targeting is smart enough not to target your allies, and hopefully you're smart enough not to fire a gun at your friends with Free Aim. Nevertheless, friendly fire is a serious concern. If an ally is between you and your target, you will hit them, and if you're between them and their target, they will hit you. Make sure you always have a clear shot when you auto-target and stand side-to-side with your allies, not front and back.



04 Vehicle Tactics

There are more than 250 different vehicles in *The Getaway 2: Black Monday*, but there's little point going through them one-by-one, since what you see is invariably what you get. Sports cars are fast but not very solid. SUVs are tougher but don't handle as well. Bicycles aren't very fast and are bad for running cars off the road. See what we mean?

Motorcycles

One significant addition in *Getaway 2: Black Monday* is motorcycles. Motorcycles are fast and maneuverable, and fantastic at throwing off pursuers by driving between cars in heavy traffic or running up on the sidewalks. On the other hand, they do take a significant amount of skill to use, since they reverse very poorly and even small crashes send you flying off the bike. Note that on some motorcycles the button acts as a throttle, and you may need to press and release it several times to hit top speeds.



Vehicle Conditions

As with characters, you can only assess the health of your vehicle by its appearance. Broken windows and dents are mostly cosmetic, but smoke from the engine is a sure sign that your ride is on its last legs. The smoke gets thicker and darker as the situation grows more dire, and you should only drive a vehicle that's belching black smoke when you have no other options. After one more hit a black smoking car will burst into flames, killing the driver unless he or she immediately stops and exits the vehicle.



Felonies on the Road

Most of the time the police will leave you alone until you do something to attract their attention. You can usually get away with minor traffic crimes, but there are several crimes they will not forgive. Among them: Hitting a Pedestrian, Hitting Another Car, Reckless Driving, Discharging a Firearm. If you commit any of these crimes, you'll hear an APB called out over the radio, and the police will be after you. Fortunately, it's fairly easy to throw off pursuit. You can either high-tail it out of the area or you can ditch your vehicle and steal a new one. Stealing a car won't throw them off if they see you do it.



Car-to-Car Combat

In addition to the police, you'll often have angry gangs to contend with. The gangs buy their cars in bulk, so you'll learn to recognize the models and colors of common gang vehicles. When in doubt, count the passengers—only gangsters carpool.

The police will only fire as a last resort, but gangsters love a good drive-by shooting and must be dealt with before they fill your car with bullet holes. If you can't outrun them, ram them off the road by pulling slightly ahead and veering sharply at them. It's best to do this when you're left of them so you can fire at them (with the button) as you drive them into a wall.

Also note that when the gangs are after you, the police are more of an ally than an enemy, since they treat the gangs as higher-priority targets. When you hear sirens, you can usually fall back and let the police chase the gangs away.



If you can't outrun the gangs, ram them off the road by pulling slightly ahead and veering sharply at them.

Driving Tips

USE YOUR SIRENS:

All police vehicles have sirens that can be activated with the **R3** button. While the siren blares, lazy Britons will move very slightly to their right, giving you just enough room to cruise down the middle of a two-lane street.

FREE WEAPONS IN POLICE / GANG CARS

Each police car and gang car has a toy surprise inside, which Eddie can take automatically when he steals the ride. You won't see it or know what it is, but if it's a better weapon than the one Eddie is holding, he'll automatically make the switch. Police vehicles typically carry MP-5 submachine guns.

WATCH OUT FOR SIDEKICKS:

In many of the game's driving missions you'll have at least one partner to look out for. The death of a partner usually leads to mission failure, so it's important to keep him alive. Unfortunately, this becomes difficult when switching cars, since it can take a while for partners to follow you in to the new vehicle. Make sure both doors of the new vehicle are accessible, that traffic is blocked by your old vehicle (so your partner doesn't get hit), and that there's no one firing at you. If you have more than one partner, make sure your desired car has enough seats for everyone!

STOPPING SHORT:

If you're having trouble shaking a pursuing vehicle, slam on the brakes. Your pursuer will follow suit, and will usually step out of the car to arrest you or put a bullet in your head. When the doors open, just drive off. This works great against the police, but it will expose you to a bit of gunfire when used against gangs.



05 Weapons

There are 25 different weapons in *The Getaway 2: Black Monday*, divided into six categories:

One-Handed Melee



Billy clubs, crowbars, and the like hit hard but have limited range.

Two-Handed Melee



Bats, pipes, and pool cues have longer range than one-handed weapons, and can drop most foes in a single swing.

Handguns



These are the lowest-priority guns, but instead of dropping them, Eddie will slip them in his pocket when he finds a better weapon. Handguns can be dual-wielded, and can be fired while Eddie is holding a hostage. They may not be exceptionally powerful, but any handgun can kill with a headshot and dual Desert Eagles pack a punch even when auto-targeting.

Shotguns



Shotguns are the only weapons that fire in a spread that can hit multiple enemies. At pointblank range they're fatal (to you or your foes), but their power diminishes rapidly with range. The sawed-off shotgun can only hold two rounds, but the Saiga 12K and Benelli M3 both use 8-round clips.

Assault Rifles



Two-handed assault rifles are fully automatic and can empty their clips in only a few seconds. The AK-47 is the most commonly seen assault rifle, but the PP-19 Bizon (with a staggering 64-round clip) also appears on occasion.

Submachine Guns



Submachine guns are nearly identical to assault rifles, and perhaps even a little inferior in terms of accuracy. But your ability to wield one in each hand makes them the game's highest-priority weapon.

Switching Weapons

Of the three characters, only Eddie can pick up the many weapons dropped by your enemies. He changes weapons frequently, trading weaker weapons for stronger ones based on the weapon hierarchy chart shown below. While the automatic switching of weapons is fantastic in a firefight, sometimes the switches are not to your advantage. For example, there are times when shotguns are more useful than assault rifles, but Eddie will always switch up to automatic weapons. And since weapon type is the *only* factor the game considers, Eddie will drop a fully loaded AK-47 with several clips for a submachine gun that is nearly dry.

For these reasons, it pays to keep an eye on what guns are available and make decisions yourself when you have the time. To replace a higher-priority weapon with a lower-priority weapon, drop it with the **R3** button a short distance away from the weapon you desire, and move immediately to the desired weapon. (If you don't move away from the dropped weapon quickly, you'll just pick it up again.)

Weapon Priority Chart

(Number 1 is highest)

Submachine Guns	
1.	AEK-919K
2.	MP-5
3.	Vikhr SR-3
Assault Rifles	
4.	AK-47
5.	PP-19 Bizon
Shotguns	
6.	Saiga 12
7.	Benelli M3
8.	Sawn-off Shotgun
Handguns	
9.	Desert Eagle
10.	Glock
11.	MP412 REX



Of the three characters, only Eddie can pick up the many weapons dropped by your enemies.





03 THE MISSIONS

A GUIDE TO SURVIVING THE STREETS OF LONDON

MISSION INDEX

CHAPTER	LEVEL	PAGE	TITLE
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	3-2	31	The Scrap Yard
Finding Miss Phillips	4-1	34	In Pursuit of Levi
	4-2	35	Get Jackie Out Alive
Hot Property	5-1	38	Street Ambush
	5-2	40	To the Safe House
Under Ground Activity	6-1	41	To the Subway Station
	6-2	42	Subway War
	6-3	44	Arresting Tyler
The Jamaican	7-1	45	Backing Up Evans
	7-2	46	Pursuit of Tyler
	7-3	47	To the Police Station
Desperate Measures	8-1	48	To the Safe House
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The Fall of the Icon	22-1	101	The Pumphouse
	22-A	102	Final Battle (Helped Sam)
	22-B	104	Final Battle (Abandoned Sam)

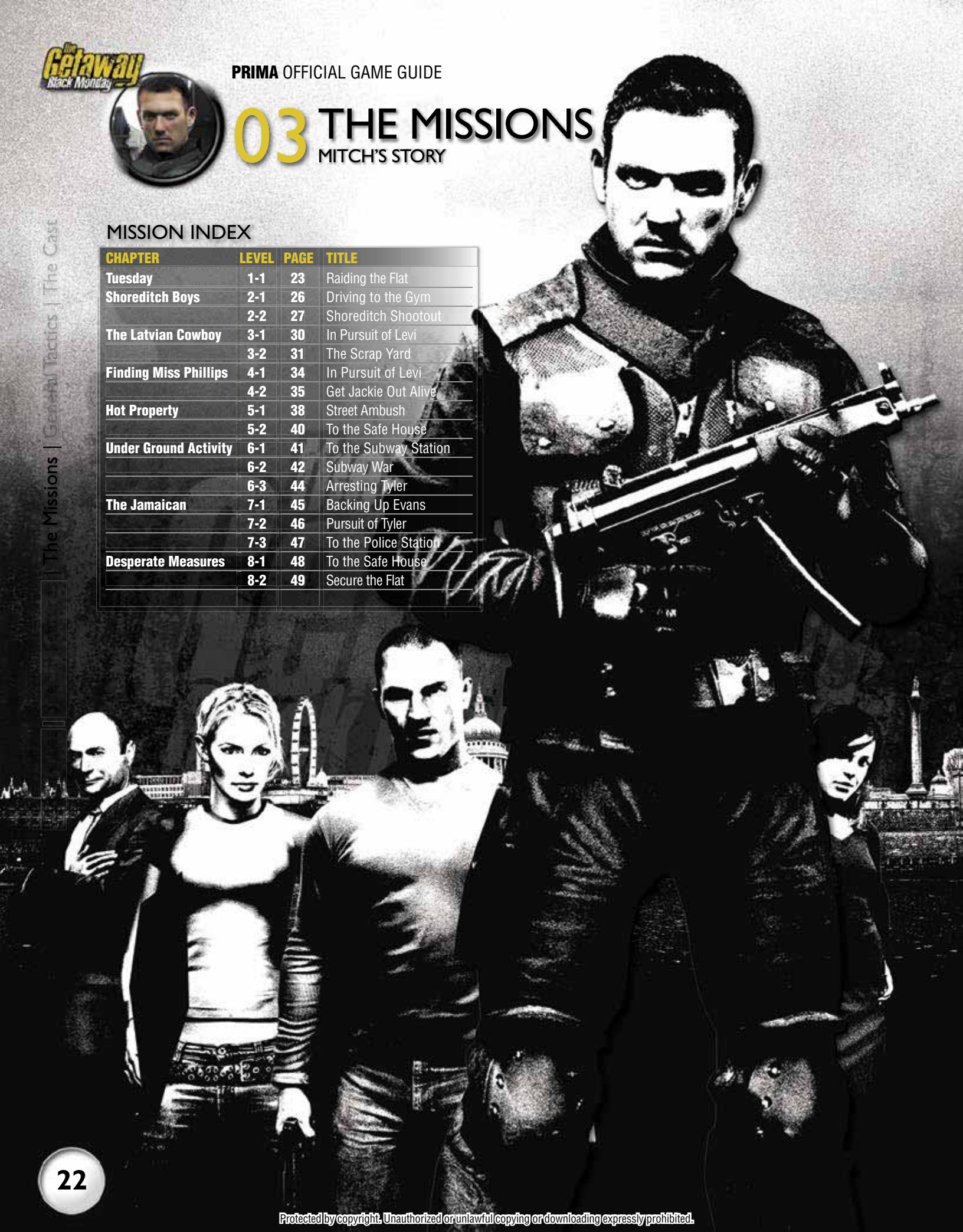


03 THE MISSIONS

MITCH'S STORY

MISSION INDEX

CHAPTER	LEVEL	PAGE	TITLE
Tuesday	1-1	23	Raiding the Flat
Shoreditch Boys	2-1	26	Driving to the Gym
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	7-2	46	Pursuit of Tyler
	7-3	47	To the Police Station
Desperate Measures	8-1	48	To the Safe House
	8-2	49	Secure the Flat





1-1 RAIDING THE FLAT

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Foot (Action)

OBJECTIVE

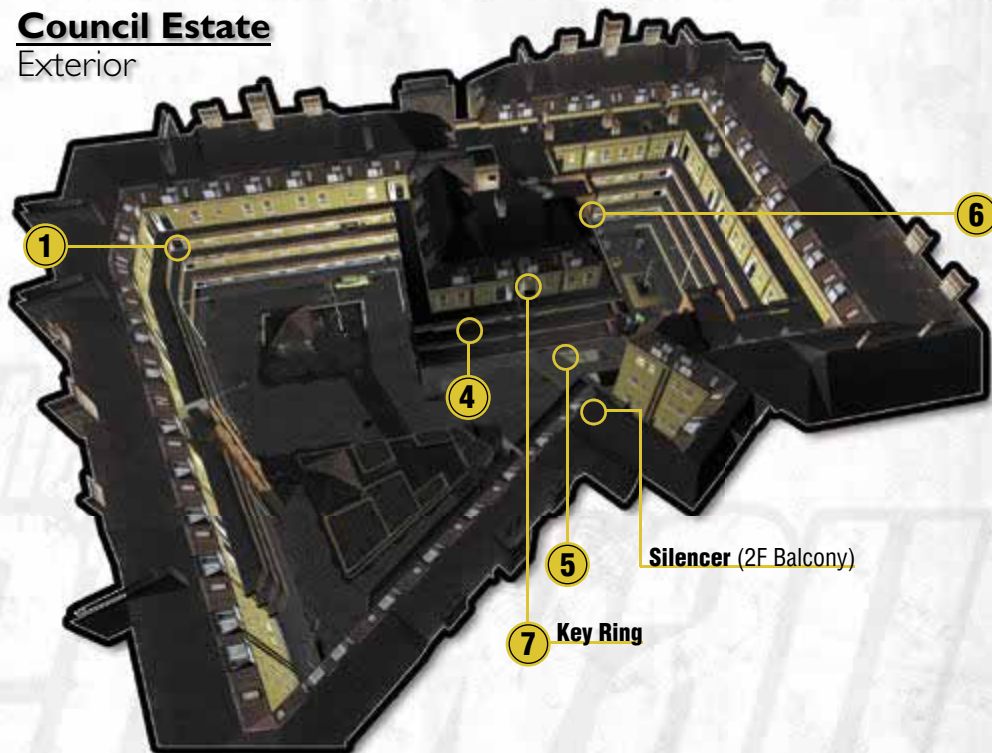
Raid the flat and arrest the Collins Crew.

FAILURE CONDITION

• Death of Mitch

Council Estate

Exterior



1 Follow your squad up the central stairway to your destination on the second floor. Note that the second floor in England would be the third floor in the U.S., because apparently in Europe, the ground floor doesn't count. Look for a spray-painted "2" on the right floor, lest this bit of transatlantic confusion result in the mistaken slaughter of the innocent family in the apartment below.

2 Once your boys break down the door, rush in after them and into the first room on your left. You won't be penalized if you put a few bullets into the perp who throws a punch at you here, but you're really supposed to arrest him with the button.

3 Once you arrest the cowering suspect in the kitchen, officially securing the apartment, your comrades in the room at the end of the hall will discover a hidden passage in a bedroom closet. Armed men in the hall beyond won't let their stash go without a fight, but your boys will help you gun them down (make sure to stay out of their line of fire). After arresting (or executing) a third suspect, you will find the door through which the other dealers have fled the apartment.



After arresting a third suspect, you'll find the door through which the other dealers have fled the apartment.



Council Estate Drug Flat

4 Expect to find heavy resistance in the apartment hall, not just from dealers on your hallway, but from a sniper on the balcony across the way. Proceed slowly and fire in short bursts to conserve ammo, and check each corpse to see if he has dropped a clip. The trail of dealers will lead you to a second stairway, just as you receive a radio message directing you to the playground.

5 The playground is right at the bottom of this stairway, and most of the dealers are coming from a second stairway on the opposite end of the area. Rush their position, and you may be able to nail a few in the back as they move from the stairs to the maze of brick planters in the center of the complex.

Getting the Hump Over a Brass?

Translating the Getaway, **Part I**

BRASS: As you might have guessed from this level's introductory conversation, a brass is a prostitute, and this is our first example of cockney "Rhyming Slang." Not because "brass" rhymes with "ass"—it's never that simple—but because "tail" rhymes with "nail" and sometimes nails are brass. Seriously.

GETTING THE HUMP: No, it's not what you're thinking. Evans says, "I can't believe you're getting the hump over a brass," a slang phrase for being angry or in a bad mood. This is an extremely rare case of British slang actually being less dirty than it sounds.

TOOLED / TOOLED UP: "We know they got coke—they'll be tooled," says Munroe. "Tooled" means "drunk" or "high." Then again, the captain might have meant "tooled-up," which means armed with weapons, and is just as reasonable in the context.



Proceed slowly and fire in short bursts to conserve ammo, and check the corpses to see if they've dropped a clip.



You may be able to nail a few in the back as they move from the stairs to the maze of brick planters.

6 After regrouping at the playground, a third floor sniper will begin taking potshots at your squad. Take the nearest stairs to the first of the second floor exits (the steps to the third floor are blocked), and run along the balcony to another staircase at the end of the hall. From here you can ascend to the appropriate side of the third floor, where you'll run into the shooter as soon as you turn the corner. Arrest or execute him as you see fit.



KEY RING

1

• **Unlocks Race:** "Oi, Ladies!"

7 Before you head into the apartment, proceed down the hallway until you reach a red barricade at the end. You'll hear the jingle of keys when you pick up a small silver object in front of the barricade... It's your first key ring! There's one in every level, and they unlock the Special Features in the game's menu screen.



8 The sniper was guarding a civilian apartment, which you can now enter. Take the stairs to the top floor, where a dealer will take an elderly woman hostage. Auto-targeting aims at the chest, so if you care about Grandma, use the **R2** button to manually align your gun sight to the dealer's face. One headshot from your service pistol (which is more accurate than the assault rifle) will bring the perp down, as would several shots through Grandma's chest.

9 Don't waste too much time consoling (or mourning) granny, as another shooter will soon burst through the roof window with guns blazing. Once he's been dealt with, use the **▲** button to hop through the window yourself. Switch back to your MP-5, and chase a trio of dealers down before they can find better cover. When the third man drops, this mission will end.



Council Estate
Granny Flat



2-1 DRIVING TO THE GYM

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Car (Driving)

OBJECTIVE

Get your team to the boxing gym.

STARTING VEHICLE

Police Van (Citron)

STARTING POSITION (S)

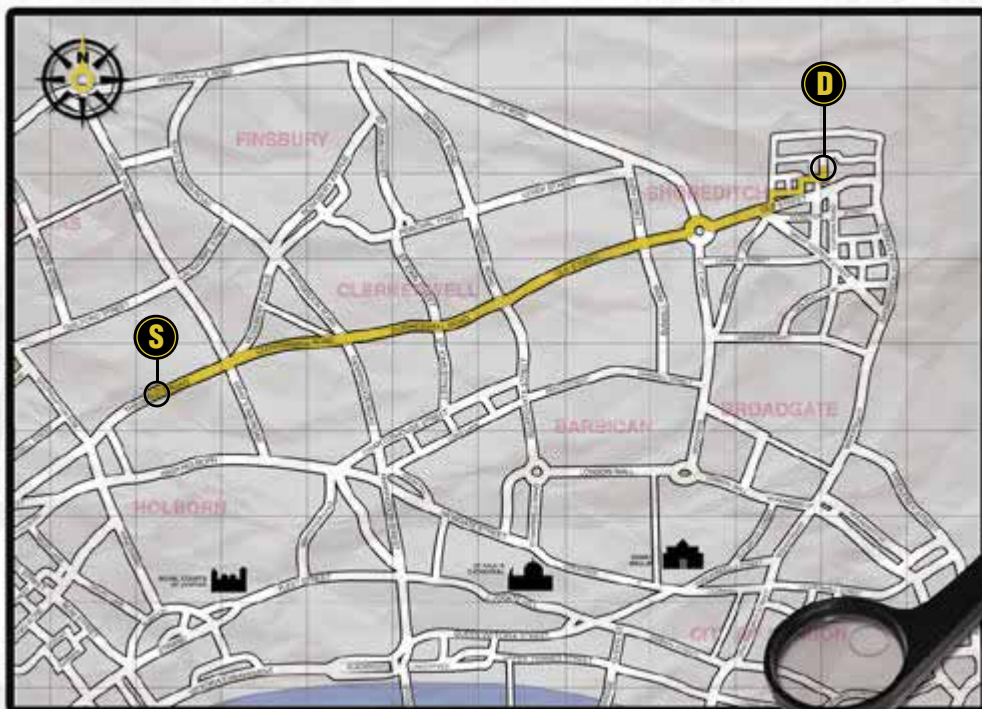
Police Station (Holborn)

DESTINATION (D)

Danny's Gym (Shoreditch)

FAILURE CONDITIONS

- Death of Mitch
- Loss of any partner
- Commit too many crimes



LONDON

0 250m 1km 1 MILE = 1.6 KILOMETRES 2km

1 Your first driving mission has no time limit and no enemies in pursuit, but there's no greater challenge than acclimating to driving on the wrong side of the street! Fortunately, you're allowed to cause several head-on collisions and run down up to five pedestrians (without penalty, but even your amazingly lax employer won't stand for more than that).

2 If you want to make things easier, hit the **R3** button to turn on the sirens, and civilian cars will make a half-hearted effort to get out of your way. They'll veer left if they're in the left lane and right if they're in the right lane, so you can barrel down the middle of two lane streets without much interference. They won't stop for you, though, so you'll still have oncoming traffic to contend with when you make right turns or run red lights.

3 If you don't know where to go, just follow your turn signals; they'll always flash when you need to make a turn. The route is fairly direct, although a traffic circle near the end will require some quick reflexes. If you need to turn sharply when going at high speeds, use the hand break (the **R1** button) to slow your car.

4 Your destination is the brown brick building with the red door, surrounded by police cars. There is no intermission to transition you into the next part of the level, so you'll need to stop the van manually, get out with the **△** button, and enter the club yourself.





2-2 SHOREDITCH SHOOTOUT

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE	OBJECTIVE	FAILURE CONDITION
Foot (Action)	Control the situation and clear the entire building.	• Death of Mitch

Danny's Gym Stairwell



Danny's Gym Balcony

1 Your mission is to clear every room in the club, so there are a variety of possible routes. Before you even reach the boxing floor, you'll encounter two baddies on the staircase, the latter of whom will blind-side you if you're not careful. The first door (by the water cooler) leads to the main floor, but you shouldn't wade into that brawl until you've cleared the balcony on the higher floor.

2 A thug will burst through the window as you continue up the stairs, so be ready to put a bullet in him before he finds his footing. You can then pass through that window yourself, kill another few enemies on the roof, and jump from rooftop to rooftop in search of distant targets to hit. You don't need to clear the rooftops, but doing so will make things a little easier if you intend to go for this level's optional key ring.

3 Back in the gym, continue up the stairs to a balcony room with two pool tables and three enemies. After you wipe them out, you can stand at the edge and snipe at foes in the boxing ring below, softening them up before you return to that floor.



Back in the gym, continue up the stairs to a balcony room with two pool tables and three enemies.



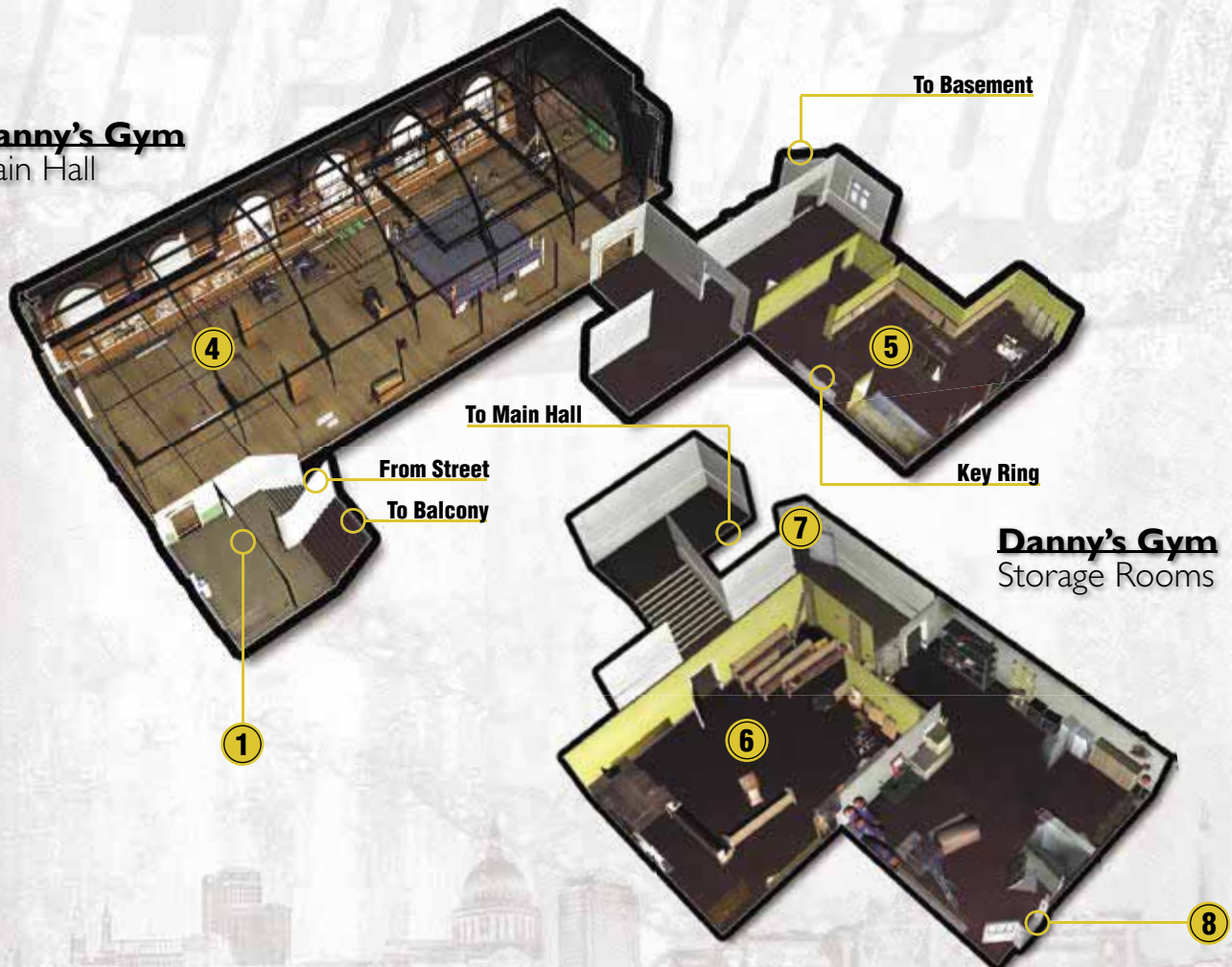
4 Clearly there's some sort of gang war going on in the lower floor, but neither gang faction is any friend of yours. You can use the conflict to your advantage, however, by hitting enemies in their backs as they fight with each other. You're likely to take a few hits in this room, so make sure to rest up against a wall before you go through the door at the other end of the room.

5 The hall curves, and then splits. The shower room to your right has two armed foes, and a third who will surrender and accept the cuffs without complaint. After you enter the room, utilize the **Stealth Mode** and hug the wall (with the **X** button) then look around the corner to hit an enemy from nearly perfect cover. When the room is clear, search the walls for a life-restoring first aid kit.

6 The left path leads to the cellar. There are three doors here, but the first attacker will rush in from the left as soon as you hit the final step. In the room to your right, three entrenched foes will fire from opposite directions, so you might want to toss in a few gas canisters. When the gas has faded, head in and mop up any survivors.

7 The second door leads to a basement with one foe who resists and one who surrenders. The door at the end leads to a supply room with a single armed foe, but there are more in the adjacent garden, and they can fire through the open door to hit you.

Danny's Gym Main Hall





8 From the doorway, pick off the baddies in the garden. They have excellent cover, so if you don't have confidence in your manual aim, roll through the doorway and into their little encampment to blast them from close range. Snipers will fire at you from distant roofs, but all you need to do to clear the level from here is run down the path that was to Mitch's left as he exited the gym. If you want this level's key ring, however, a greater challenge awaits to the right.

KEY RING

2



• **Unlocks Race:** "Riverside"

9 Even if you fought them before, there will be a few snipers on the roof of the gym. Let them cluster up around the bright red propane tank, then manually target it and detonate it with either gun. That should clear most of the roof, and you can pick off any stragglers with carefully aimed manual shots.

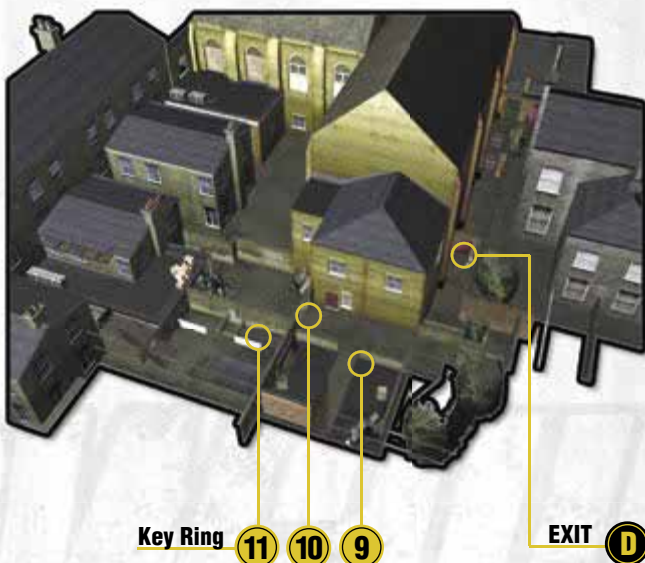
10 When you move through the doorway toward the roof, you'll see more targets, both on the ground level behind cover and from lower rooftops. Protect yourself by entering Stealth Mode behind the doorway, and take out a second red propane tank (on the lower roof) to immolate at least one of the shooters before you move in.

11 As you move in to that area, you'll see a partially smashed wooden door to your left. Kick it in with the **△** button, and you'll find the key ring in the oil puddle to your left.



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Danny's Gym Exterior



Geezers, Yardies, and Gobshites, Oh My!

Translating the Getaway, Part I

GEEZER: Evans throws "geezer" around like it was the f-word. In America it's used primarily for the elderly, but any man can be a geezer in England, especially one that is "confident with many masculine qualities."

YARDIES: The Collins gang was selling coke on "Yardie turf," and they're not talking about Scotland Yard. According to peevish.com, the Yardies are a Jamaican criminal gang, "usually operating internationally and in the distribution of illegal drugs."

BOSH: Your brass-loving friend starts his story with "bosh," which literally translate as "nonsense." But in many cases like this one, "bosh" means nothing at all. It's a sort of emphatic sound effect, usually used in conjunction with a pantomimed punch.

GOBSHITE: At the end of this mission, Munroe calls Evans a "fuckin' gobshite." Roughly translatable as a blowhard, a gobshite boasts constantly to inflate his own ego, despite being a wanker at heart.



3-1 IN PURSUIT OF LEVI

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Car (Driving)

OBJECTIVE

Get to Stratov's scrap yard.

STARTING VEHICLE

Unmarked police car (Laguna)

STARTING POSITION **S**

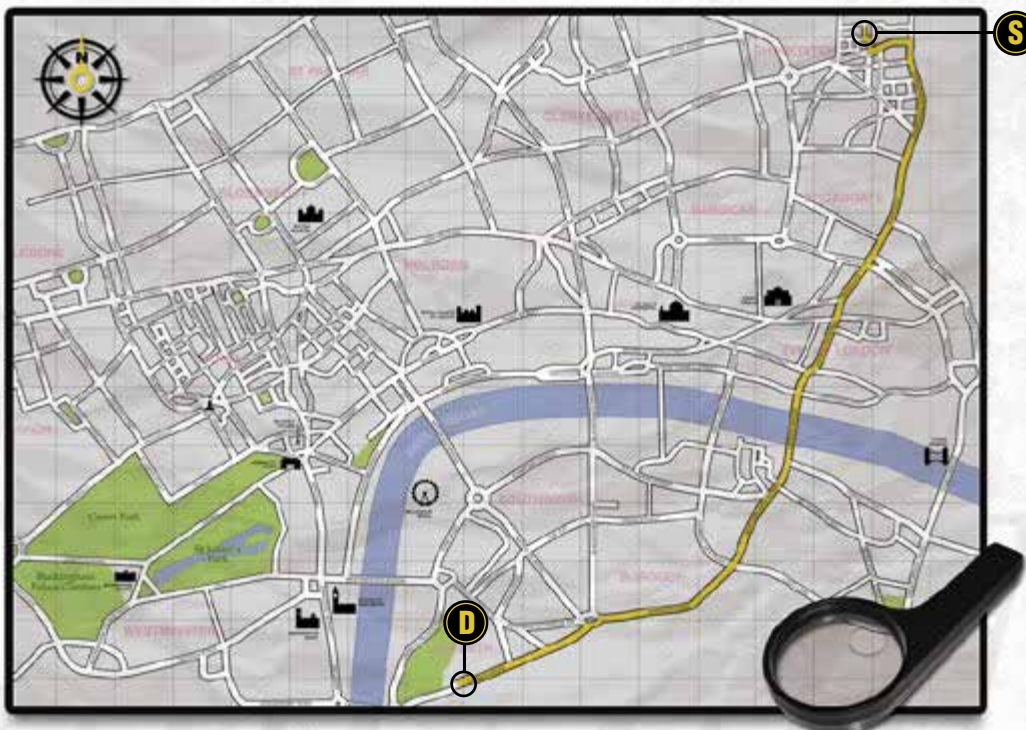
Danny's Gym (Shoreditch)

DESTINATION **D**

Stratov's Scrap Yard
(Lambeth)

FAILURE CONDITIONS

- Death of Mitch
- Loss of Stoppard
- Commit too many crimes



LONDON

0 250m 1km 1 MILE = 1.6 KILOMETRES 2km

1 Lambeth is a fair distance away, but the direct route makes for an easy drive. The only problem is that Mitch has now incurred the wrath of the gangs, and they want payback. Every time you hear the music interrupted by a strange series of chimes, you know a gangster is on your tail.

2 The gangsters typically pull alongside you with guns blazing, and while you could return fire, the easiest solution is to ram their car into the nearest pub or fish & chip restaurant. If that doesn't stop them cold, back up and do it again. When their car is ruined, the gang members will usually step out to fire on foot, which is your cue to cut them down with your MP-5, run them over, or just flee the scene. Your police allies will also help out, firing at the gangs and driving them off your tail.

3 If your car takes heavy damage and begins to smoke, or becomes hard to control, you'll need to ditch it and grab a new one. As one of London's finest, you're apparently entitled to commandeer any car you want. Just stop a car by parking or walking in front of it, then go to either door and hit the **A** button to boot out the passenger. Don't leave without your partner; you need him alive and by your side to complete this mission.



4 The gangs have some pretty nice cars, so you may want to swap; stop short when one is on your tail, step out of your car, and they'll get out of theirs. Mow them down and steal their ride!





3-2 THE SCRAPYARD

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Foot (Action)

OBJECTIVE

Find Levi and take him in alive.

FAILURE CONDITION

- Death of Mitch
- Death of Levi



The Scrapyard One (Entrance)

1 Everyone who isn't wearing police blue in the scrap yard parking lot wants you dead, so why not drive your car past the gate and enjoy a spree of guilt-free vehicular manslaughter? Sure, you could get out and kill them on foot, but that's a waste of health and ammo. If you already left your car, you can always steal another car from the lot.

3 You can't take a car past the door in the green metal gate, so you'll need to continue on foot. Proceed slowly here; the enemy fire comes not just from the enemies ahead, but from enemies hiding behind the crates and debris to your left. Check every body for ammo, as many of them carry it, and you'll need every clip you can find.

KEY RING

3



- Unlocks Race: "East End"

2 If you head straight from the entrance to the lot, you'll see a large brick garage with an open green door on the right. Before you proceed into the yard (and after you ditch your ride), search the far corner of this building for an easy key ring.



Check every body for ammo, as many of them carry it, and you'll need every clip you can find.

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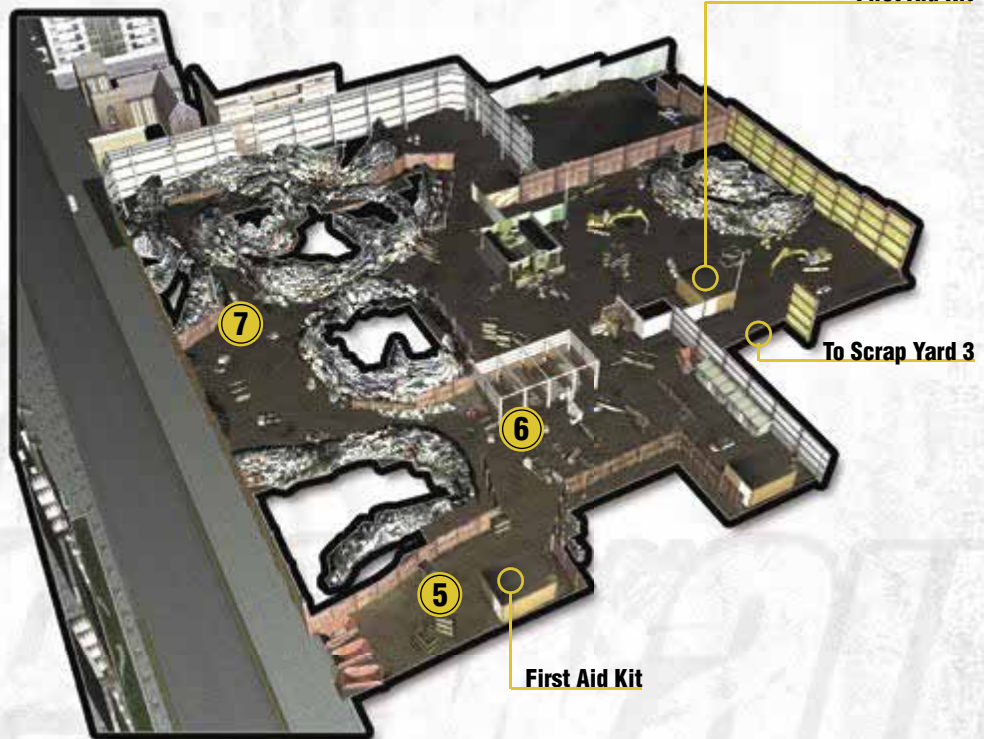
4 To proceed to the next part of this area, you want to go straight from the entrance. But if you go to the right from the entrance, you'll find a very rare power-up: a silencer someone dropped in a distant nook of the map. You'll have to fight through a dozen or so enemies to get it, but the silencer (which fits both of your weapons) will make things a bit easier in the long run. Use it to snipe enemies from behind (in Free Aim) without revealing your position.



5 Weave your way through the maze of containers until you find a wall made of red brick. Use the \otimes button to latch onto the edge of a container, and mow down the trio of guards here from behind cover. Don't worry if you take a few hits; there's a first-aid kit on the wall of the yellowish brick building. You can't take it with you, but you can use it on the spot by hitting the \triangle button.



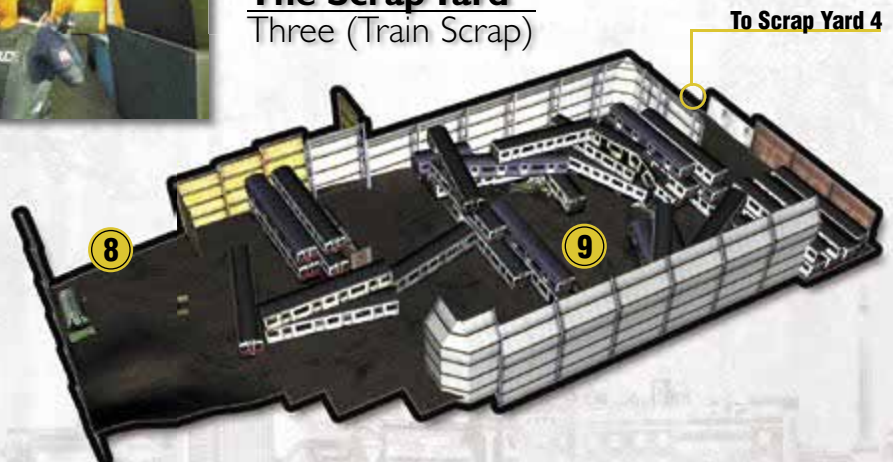
The Scrap Yard Two



6 When you turn the corner to engage a new group of foes, you'll notice that many of them have unwisely taken cover near bright red fuel barrels. Switch to manual targeting to destroy the barrels and incinerate the foolish gunmen.

7 There are many possible routes through the junk piles in the next area, and all of them feature a mixture of enemies and traps. Watch out for falling cars and red barrels that explode when you approach!

The Scrap Yard Three (Train Scrap)



The Scrap Yard

Four (Atomizer)



8 All the routes converge at a maze of scrapped subway cars that you'll need to travel through to proceed. Before you approach them, look behind you to locate a yellowish brick building, which has a second first-aid kit on the wall furthest from the train.

9 Enemies will often fire from within the trains, which affords them excellent cover. Try to spot them before they spot you, and use your MP-5 to fire bursts that will punch through the windows and still kill the men beyond. If you don't want to deal with all the snipers, you can roll all the way to the car that blocks your path at the end, which you'll need to cut through to reach Levi.



Enemies will often fire from within the trains.
PRIMAGAMES.COM

10 A few partners will join you at the other end of the maze, where a half-dozen shooters are waiting to spring an ambush on you. The concrete blocks provide good cover, but are too far from the action, so instead, run into one of the stalls to your right. Pick off any enemies who are coming from the opposite direction, then use the **X** button to hug the walls as you engage the enemies at the other end.

11 I don't know what the massive green machine in the next area is supposed to do, but I do know the snipers lurking in its upper levels can ruin your day if you don't take them out quickly. Even when you don't see anyone, hit the **R1** button from time to time to see if auto-targeting has spotted a sniper.

12 Levi is the jerk in the purple jacket, and he's the one man you can't afford to kill. You need to arrest him (with the **Y** button), but if you rush in and try it right off, you'll just end up playing patty-cake as he slaps your hands away. So soften him up with a few pistol shots or whacks from the butt of your rifle, then go for the arrest. Don't hit more than twice, or you might accidentally kill the wuss.





4-1 IN PURSUIT OF LEVI

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Car (Driving)

OBJECTIVE

Follow Levi to his destination without being detected.

STARTING VEHICLE

Unmarked police car (Laguna)

STARTING POSITION ⑤

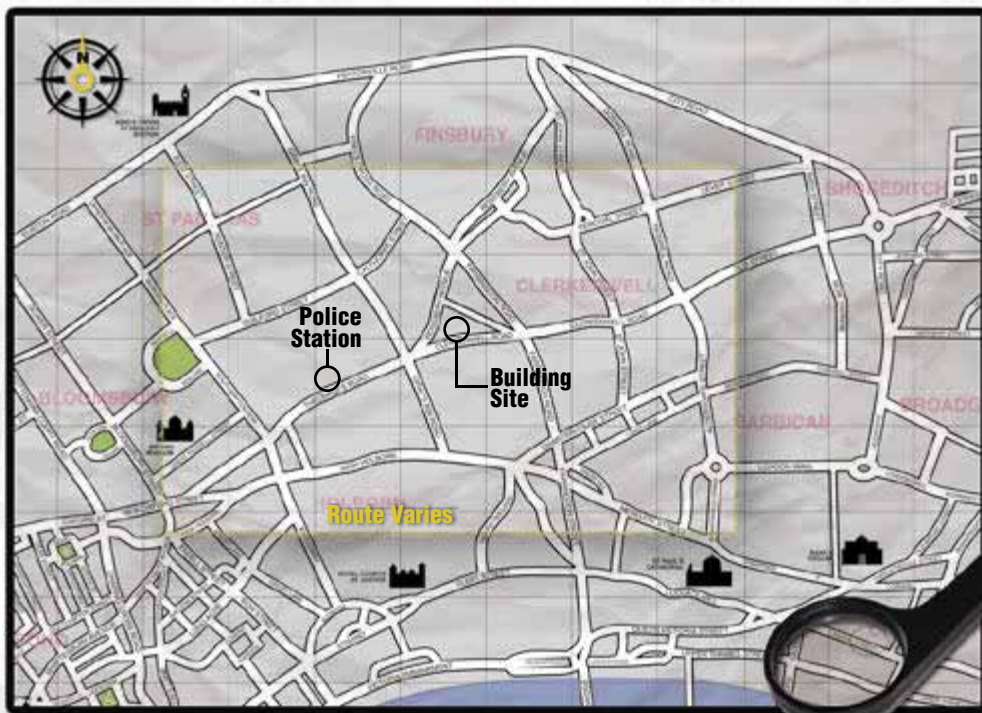
Police Station (Holborn)

DESTINATION ①

Building Site (Clerkenwell)

FAILURE CONDITIONS

- Death of Mitch
- Loss of partner
- Commit too many crimes
- Be detected by Levi
- Lose sight of Levi's car



LONDON

0 250m 1km 1 MILE = 1.6 KILOMETRES 2km

1 For a police vehicle, your Laguna is a pretty nice ride, and is quite capable of keeping up with Levi's convertible. Your mission here is to tail Levi, not run him off the road, so Mitch will need to keep his aggressive impulses in check. If you're too close to Levi he'll spot you and speed up, but if you're too far away, you could end up confusing his convertible with some other blue car and lose him entirely. As a general rule, you want to follow from a distance of about eight to 10 car lengths.

2 Your turn signals will point you to Levi if you fall a bit behind, but if you lose contact for too long, the mission will end. You'll also fail if you so much as tap Levi's rear bumper, so don't get impatient! Oh, and for obvious reasons, leave your siren off. One mistaken tap of the **L3** button will end things in a hurry.

3 Since Levi is such an important suspect, the department is willing to put up with a few splattered pedestrians and bent fenders. Other cars are your primary obstacle, since Levi isn't big on following traffic laws, and it's tricky to match his right turns while running red lights. Try to take the turns slowly and catch up during the straightaways.



Levi isn't big on following traffic laws, and it's tricky to match his right turns while running red lights.



4-2 GET JACKIE OUT ALIVE

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Foot (Action)

OBJECTIVE

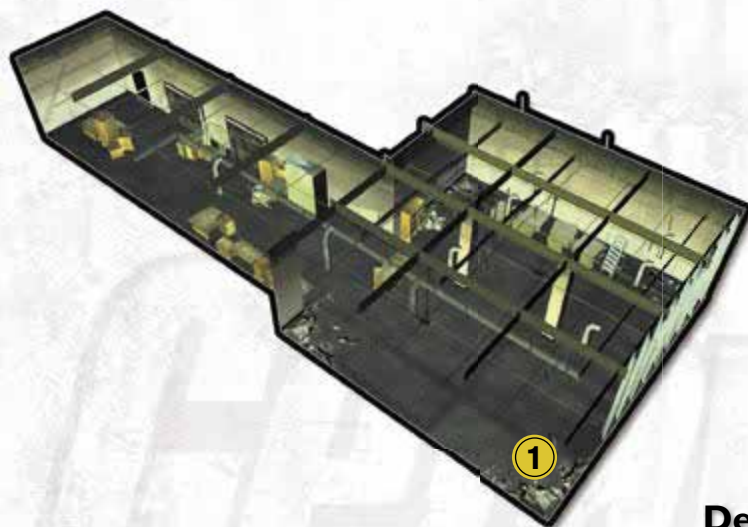
Enter the derelict building and save Jackie.

FAILURE CONDITION

- Death of Mitch
- Death of Jackie Phillips

Derelict Office

Ground Floor



Derelict Office

Upper Basement

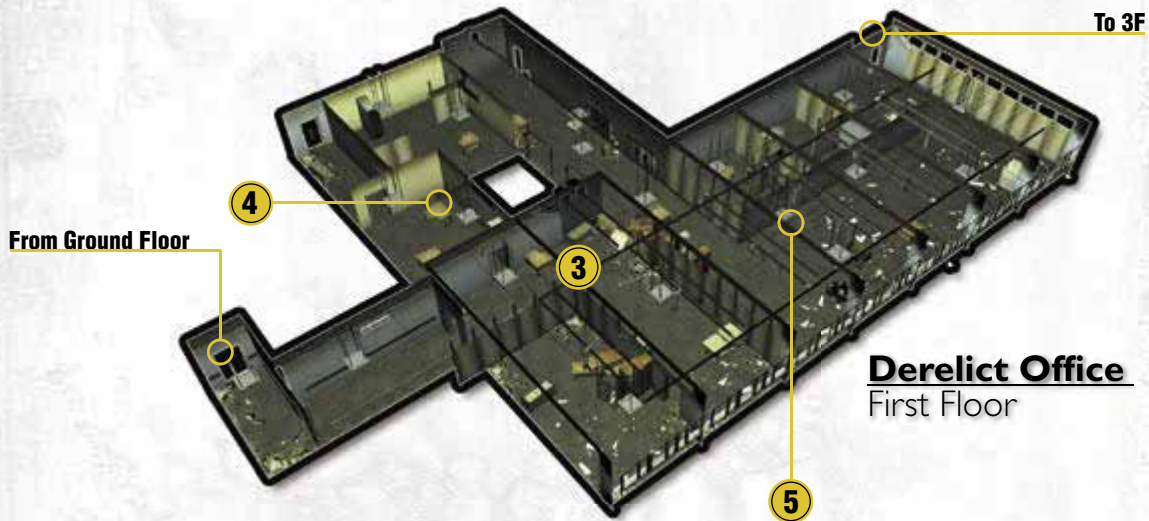
1 When you pass through the red doors into the building site, you'll meet up with the rest of your squad. You'll have a large force behind you on this mission, provided you don't get too far ahead.

2 Your boys have the ground floor pretty well cleared, but after you pass through the lobby and into the green-tinted hallway, you'll want to poke your head through the first door on your left. Here you'll find a mysterious corpse and a hook with a pool of blood beneath it. The body is of little interest to Mitch, but this won't be the last you see of this particular "dead geezer."

3 The suspenseful cymbal tapping that greets you on the first floor should suggest your enemy-free ride is about to end. After you pass the second cop, you'll see the pink of a hostile face behind the barricade on the other end of the room. Three men will fire from that direction, and two others will come from the right. Don't wade in too far, or you'll be caught in the crossfire!



After you pass the second cop, you'll see the pink of a hostile face behind the barricade on the other end of the room.



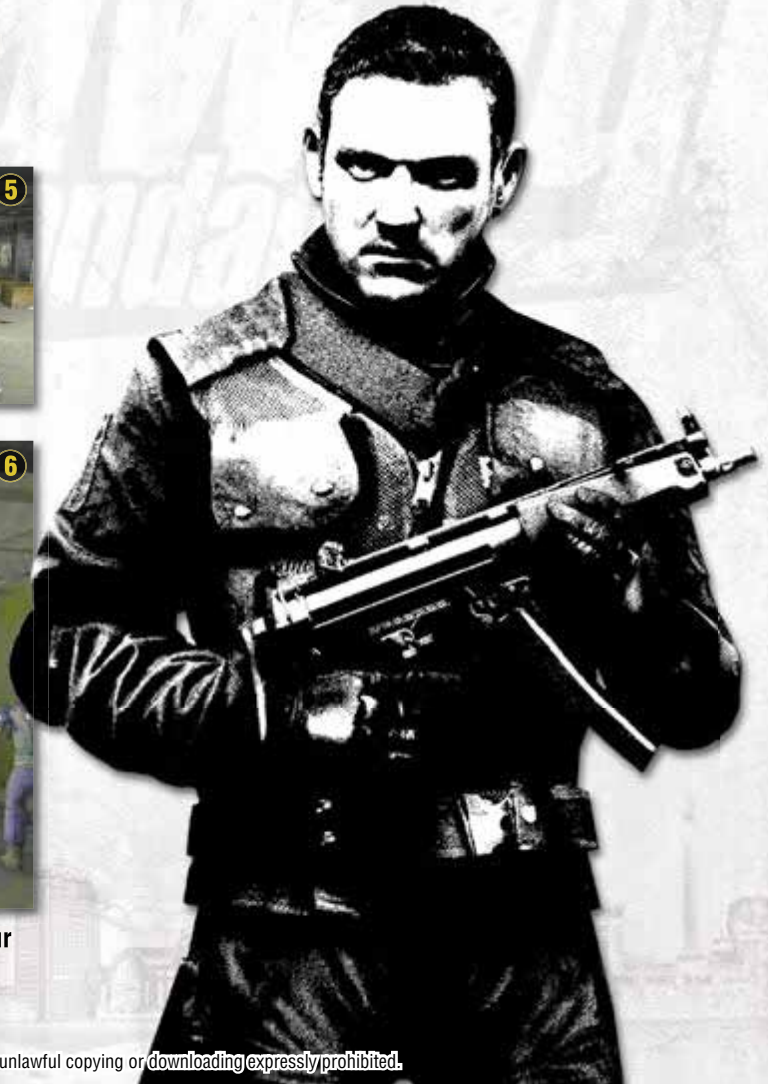
4 You can't leap over the barricade, so instead pass through the door to your left, where you should be able to catch another enemy unaware. More unsuspecting fools await in the next area, and your cop friends will follow you in to arrest any you opt not to slay.

5 The next turn will put you on the other side of the barricade, where you'll be met by several fresh foes. Gun them down, and have your assault rifle loaded and ready to bring down two more when you turn the corner. One more turn will reveal a third enemy (firing from your left) and the staircase to the next level.

6 On the third floor, give your allies time to catch up, and they'll help take out the pair of enemies in the first area. But be ready for a series of ambushes as you search for the hostage, and make sure your allies aren't behind you in a tight space, or you'll take some friendly fire hits. The hostage is in one of the rooms at the end, and you'll find her automatically in an intermission.



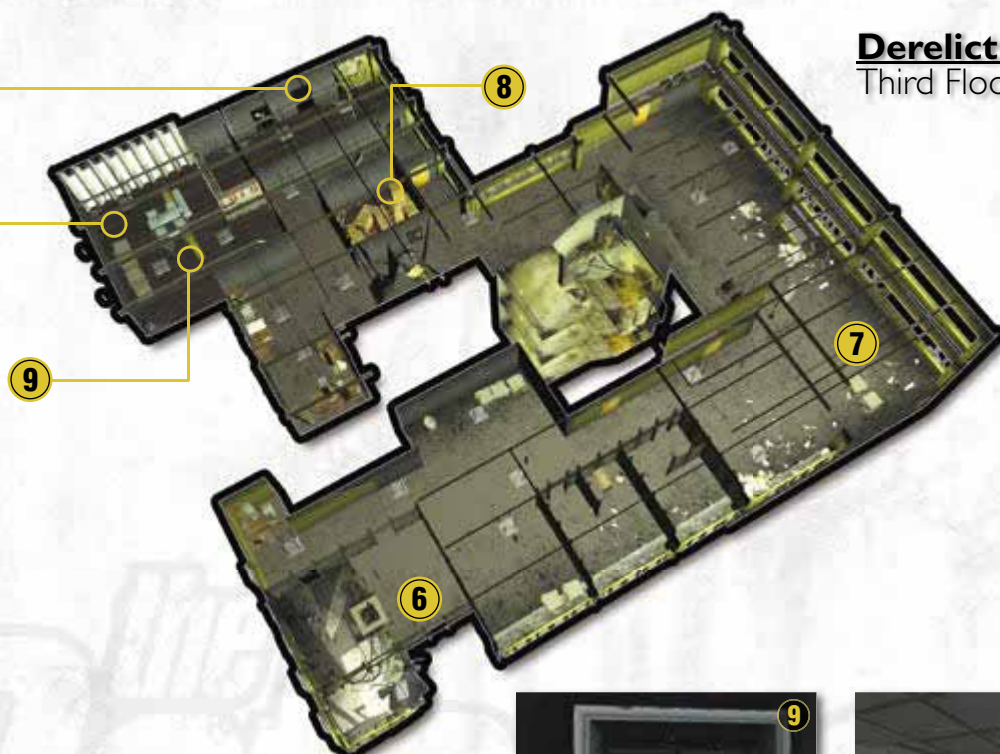
One more turn will reveal a third enemy (firing from your left) and the staircase to the next level.



To 1F

Key Ring

Derelict Office Third Floor



7 Your foes have taken a wrecking ball to the building, ensuring that retracing your steps will not be an option. The first hit will expose two snipers on a balcony across the way, and you should send them a burst of assault rifle fire before you lead Jackie to the formerly blocked supply room past the office.

8 Two enemies will ambush you in the supply room, so be ready to act fast. Jackie will then run ahead to the lift, and you should follow. Be prepared to dodge a shot from a room on the way, though.



10 The lift will take you down to the room with the barricade, where you'll find a half-dozen new foes battling your cop friends. You'll catch them by surprise coming from the elevator, so expend a full clip into their backs while you have the chance. Stay near the lift; you don't want to give Jackie a reason to wander into the line of fire.

11 With the barricade down, you can now retrace your steps back out of the building. New enemies will pop up here and there, but your squad will provide plenty of assistance, and Jackie is bright enough to stay out of danger.

12 Levi will be one step ahead of you, hurling insults over the shoulder the whole way. But you can catch up with him before the entrance, and since he's of no further use to you...well, you can deal with him as you please.

KEY RING

4

• Unlocks Race: "Rozzas"

9 If you duck into that room to finish off the foe, you'll find this level's key ring lying in a corner by the windows. Search the body, too—it usually has a clip.





5-1 STREET AMBUSH

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Car (Driving)

OBJECTIVE

Get Jackie from the kidnappers.

STARTING VEHICLE

Unmarked police car (Laguna)

STARTING POSITION **S**

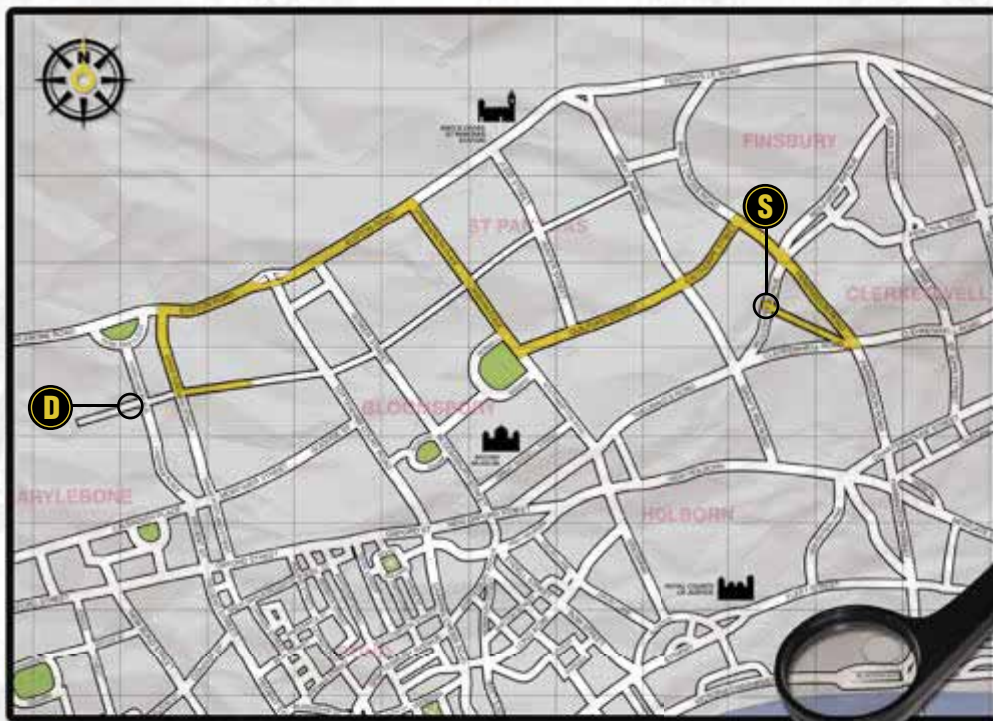
Police Station (Holborn)

DESTINATION **D**

Safe House (Marylebone)

FAILURE CONDITIONS

- Death of Mitch
- Death of Jackie
- Let ambushers get away
- Commit too many crimes



LONDON

0 250m 1km 1 MILE = 1.6 KILOMETRES 2km

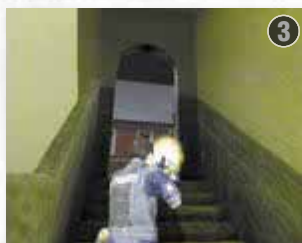
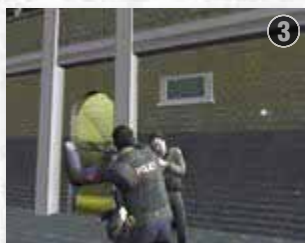
1 Nanoseconds after you finish promising Jackie that you'll protect her, a street ambush sends her back into the gang's hands...oops.

You regain consciousness under heavy fire and trapped in a smoldering car, so you'll need to recover your wits quickly. Note that you can begin acting as soon as the letterboxing ends, even though the camera is pointing elsewhere. Hit the **L1** button the second the bars disappears to start shooting. If you don't act immediately, you'll be a sitting duck.

2 Your unmarked cruiser will still run, but slowly, and is only a few hits away from bursting into flames. If you can back out of the ambush and drive after her, do it, but ditch the heap as soon as you see flames or spot a better car. If you're boxed in by other vehicles, you'll need to abandon it and begin the pursuit on foot.



Your unmarked cruiser will still run, but slowly, and is only a few hits away from bursting into flames.



KEY RING

5

• **Unlocks Race:** "The Mods"

3 You'll need to hoof it for the first part of this chapter, if you want to find the next key ring. Run forward from the crash site, MP-5 blazing, until you see an open doorway to your right. The stairs there lead to a long balcony where you'll find gang snipers, the key ring, and another staircase. Getting this key ring wastes a bit of your valuable time, but the second staircase leads directly to the yellow convertible, so you can make up for it in a hurry.

4 You'll find a yellow convertible parked right around the bend from this crash site, and I doubt it will take much convincing to get you to swap whatever heap you're driving at this point. The convertible's pristine finish won't last long, though, as four enemies are blocking the street with their car just past the next turn. You can turn right to avoid the crash (and discover a cool ramp), but the detour will take too much time off your clock. Instead T-bone their car, aiming toward the right side, to kill all four shooters and knock it out of your path.

5 You won't have to worry about gang cars or other cops, but the destruction left in the wake of the van's aggressive driving can be a serious obstacle. You'll need to do a lot of sidewalk driving to keep up with the Skobel van! But you can pick up some lost time when the road running along the north end of the map splits into an underpass. Hang to the left, remaining on the surface where there is far less traffic. The van always takes the underpass, so you can actually get ahead of it here.

6 Your sports car isn't great for ramming, but it's surprisingly sturdy. Ram the van toward the front, while firing at the driver with the **L2** or the **R2** button. When he dies, the van will crash, and Jackie will get out with any surviving baddies. Kill anyone you need to, but be careful Jackie doesn't get caught in the crossfire.



Ram the van toward the front, while firing at the driver with the **L2 or the **R2** button.**



5-2 TO THE SAFE HOUSE

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

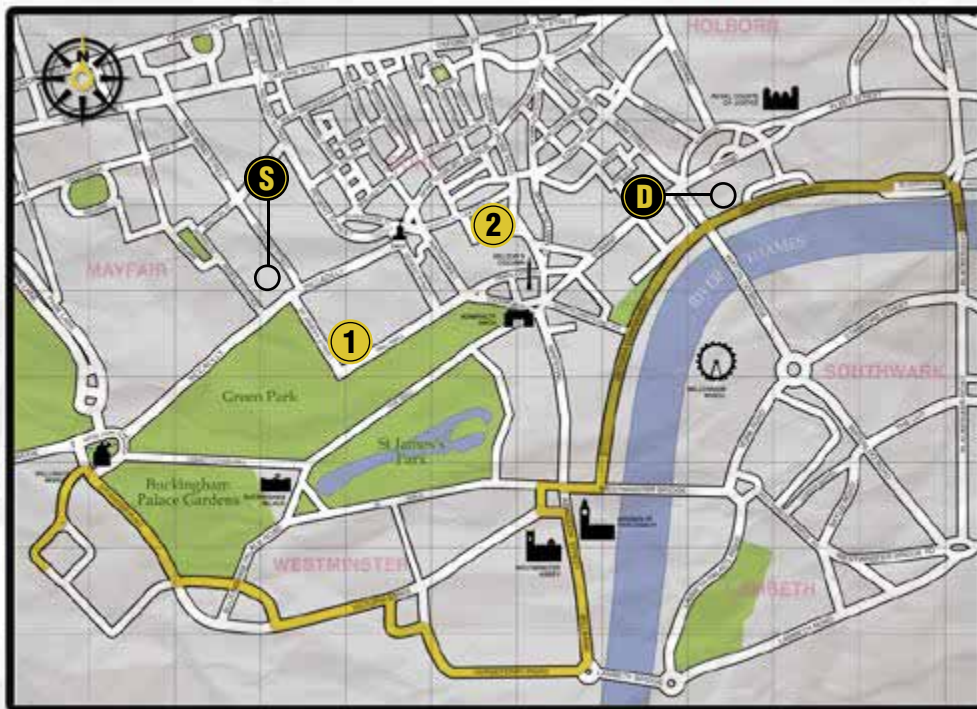
Car (Driving)

OBJECTIVE

Get Jackie to the safe house.

FAILURE CONDITIONS

- Death of Mitch
- Death of Jackie
- Commit too many crimes



LONDON

0 250m 1km 1 MILE = 1.6 KILOMETRES 2km

1 When the coast is clear, return to your car (or jack a new one), and Jackie will follow. When Jackie is in your car, the objective shifts to getting her to the safe house, which is where you were heading before you ran into the ambush.

2 You're basically retracing your steps here, but you'll now encounter a legion of gang cars. You can't risk a firefight with Jackie in the car, so instead of engaging them, drive fast and try to lose them on the turns. If you're free of pursuers when you near your destination, this mission will end automatically.



When Jackie is in your car, the objective shifts to getting her to the safe house.



Instead of engaging them, drive fast and try to lose them on the turns.



6-1 TO THE SUBWAY STATION

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Car (Driving)

OBJECTIVE

Get to Holborn Station.

STARTING VEHICLE

Police Van (Citron)

STARTING POSITION

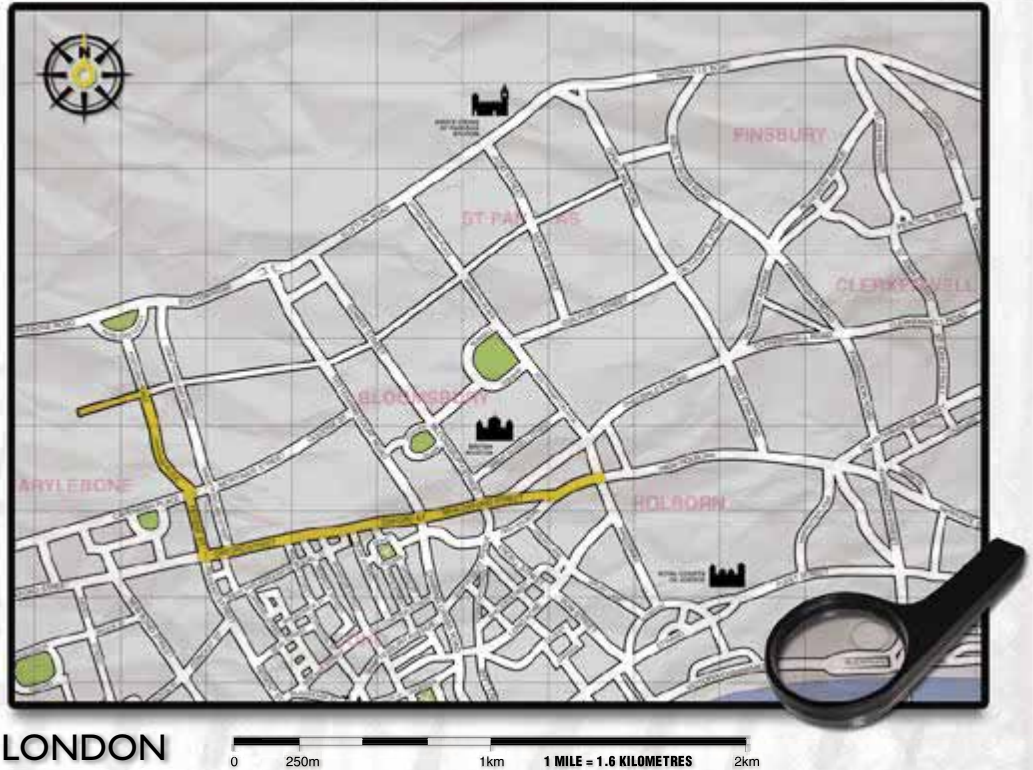
Safe House (Marylebone)

DESTINATION

Holborn Tube Station
(Holborn)

FAILURE CONDITIONS

- Death of Mitch
- Loss of any partner
- Commit too many crimes



LONDON

1 This drive to Holborn Station is leisurely and pleasant...for the first half, anyway. Near the midpoint you'll be ambushed by gunmen in tan SUVs, and even the pedestrians are taking shots at you. Since you're so close to your destination at this point, the best bet is to turn on your siren, hit the gas, and just out race them to the station.



Near the midpoint you'll be ambushed by gunmen in tan SUVs, and even the pedestrians are taking shots at you.

PRIMAGAMES.COM





6-2 SUBWAY WAR

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Foot (Action)

OBJECTIVE

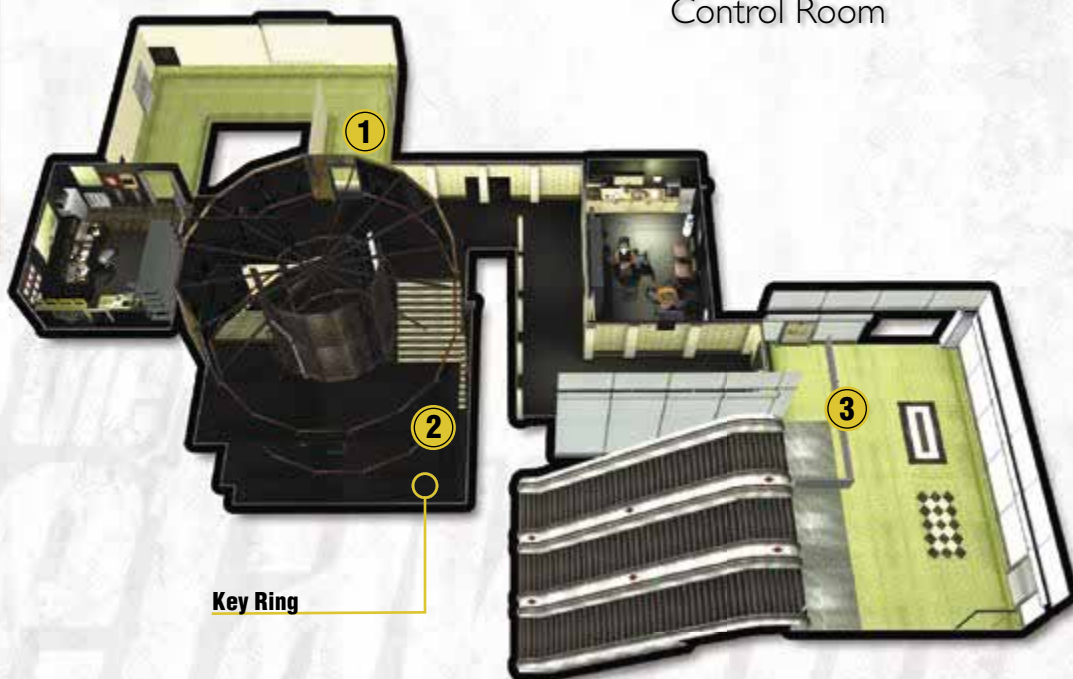
Get to the train platform before the suspect can escape.

FAILURE CONDITION

• Death of Mitch

Tube

Control Room



1 Previously it hasn't been possible to open closed doors, but any green door (like the one outside of your starting point) can be kicked in with the button.

KEY RING

6

• Unlocks Race: "So-Hos"

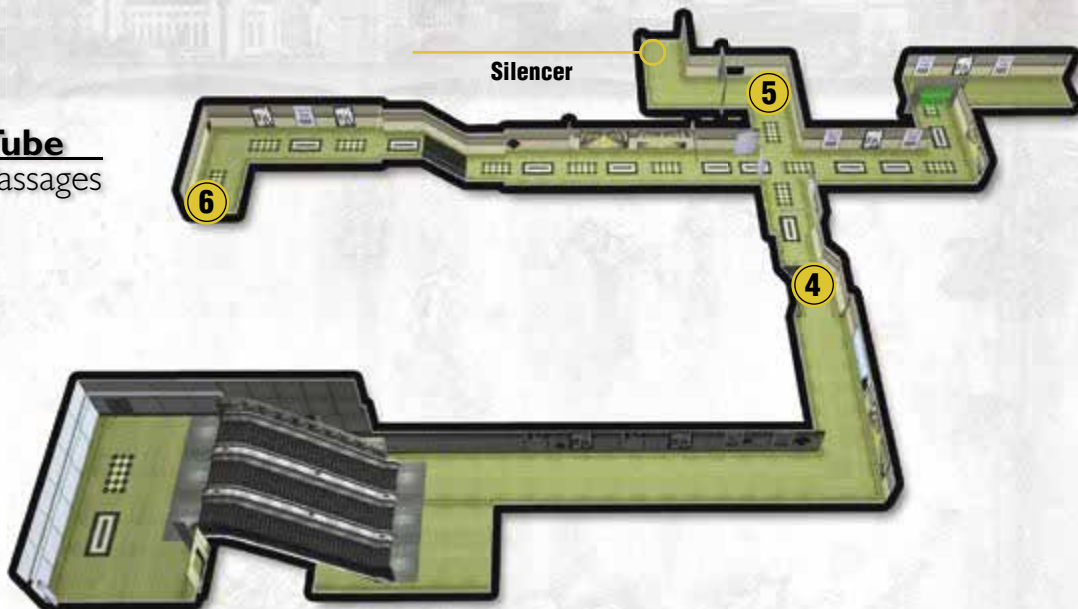


2 That door leads to a spiral staircase. To continue your mission, you'll go through the first opening on your left. But it sounds like there's some sort of drug deal going on below, and it pays to investigate. The men below don't seem armed, but if you don't arrest them, they will pull guns on you. Continue down to the stairs to find this level's key ring.

3 You'll rejoin your partner outside a small room with one suspect (an easy arrest), and then continue to the top of the mall escalators where a hostage crisis is in progress. Use careful manual aim to put a bullet in the bad guy without hitting the kid (if you care about such things). More armed punks await below, but Evans will sort them out with or without your help.



Tube Passages



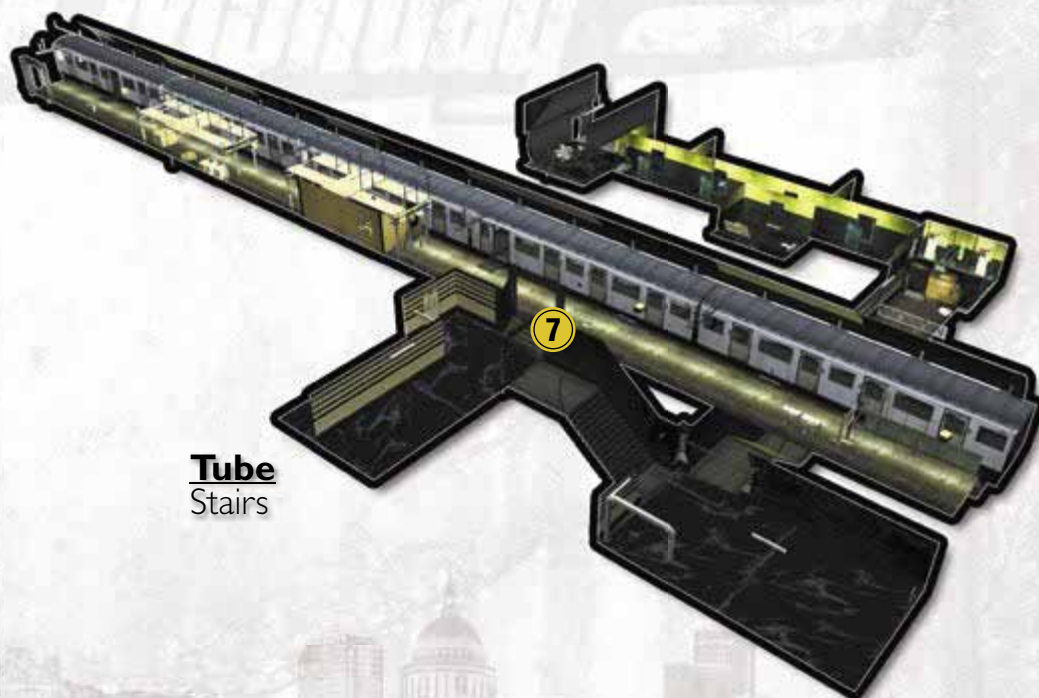
4 Russkies and Yardies working together? I guess there is hope for racial harmony in this crazy, mixed-up world! Kill them both, equally, as they pop out behind every corner on the way to the trains.

5 When the road splits three ways, your partner will head to the left. You, however, should go straight and scoop up a silencer at a dead end gate. Then rejoin Evans on the correct path.

6 Behind a second green door, you'll find the path splits again. To your left is a heavily guarded dead end where you can find a spare clip, but it will probably cost you one and a bit of health to get it. The tunnel to the right is the correct path, although it's no less dangerous. Enemies

here can shoot at you through gaps in the wall, so you'll want to move quietly to avoid attracting their notice (the silencer will certainly help). Hop over the railing at the end when you've shot all the enemies hiding behind it; manual aim is best since they're under heavy cover.

7 When you reach the subway car, step inside and shoot enemies (or the red propane tanks near them) through its open windows. Don't get ahead of your partner, or he might end up mistakenly putting a few bullets in your back! Likewise, make sure you don't accidentally hit Evans when targeting a distant enemy (and that he isn't near the propane tanks), as his death will end this mission as well. If you're both alive and well after completing the train, you'll move on to the next mission.



Tube Stairs



6-3 ARRESTING TYLER

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Foot (Action)

FAILURE CONDITIONS

- Death of Mitch
- Death of Evans
- Let Tyler escape
- Kill too many civilians

OBJECTIVE

Get to the front of the train and arrest Tyler.

1 You have a limited amount of time to make it through the train before Tyler flees at the first stop. It's dangerous to just blast through this mission, however, as you can lose the mission for killing too many civilians. (In truth, you can kill *nearly* every civilian on the train without failing the mission, so don't worry about them too much.)

2 If you want to play it cool, take the lead (Evans goes too slow), and be ready to fire as soon as anyone draws a gun.

3 You can sometimes shoot through the doors separating each train with manual targeting. It's difficult to see who's a gangster and who's a civilian from afar, but you're allowed several free mistakes. Tyler is in the first car, and you'll arrest him automatically when you reach it.



In truth, you can kill *nearly* every civilian on the train without failing the mission



You can sometimes shoot through the doors separating each train with manual targeting.



7-1 BACKING UP EVANS

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Car (Driving)

OBJECTIVE

Get to the ambush.

STARTING VEHICLE

Unmarked Police Vehicle
(Laguna)

STARTING POSITION

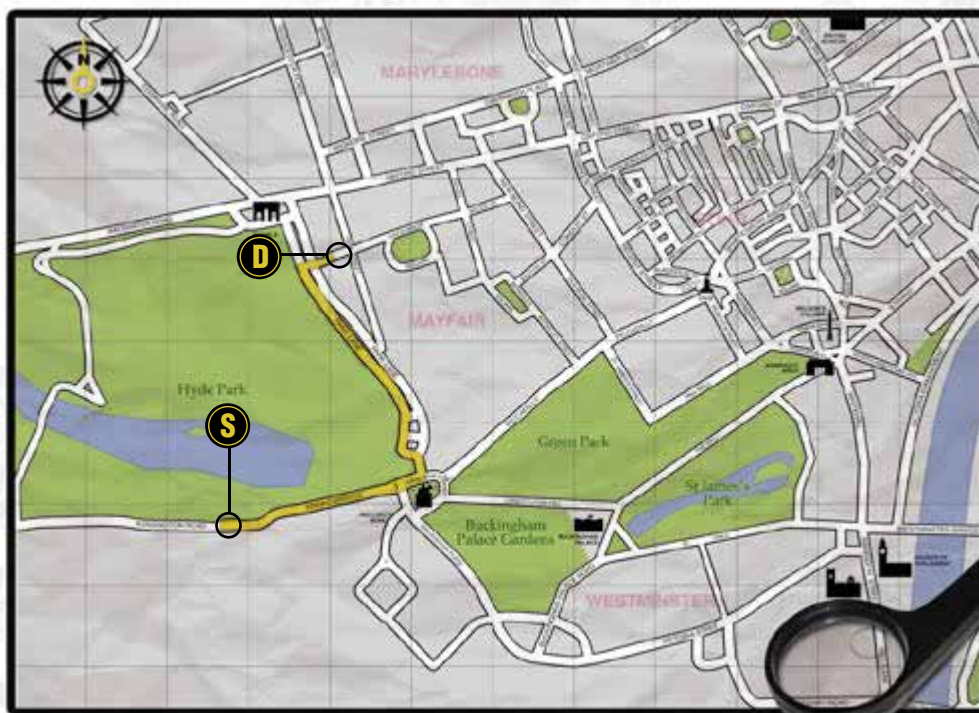
Underground Exit (Hyde Park) **(S)**

DESTINATION

Police Shootout **(D)** Mayfair

FAILURE CONDITIONS

- Death of Mitch
- End of time limit
- Commit too many crimes



LONDON

0 250m 1km 1 MILE = 1.6 KILOMETRES 2km

1 Evans is in trouble, and no, you can't just let the wanker die. The time limit on this mission is strict, so hop immediately into your unmarked police vehicle, hit the siren, and tear rubber down the street. You can't afford any accidents or detours, so study the map on the Pause Menu so you can see the turns coming; the turn signals don't come fast enough when you're traveling at high speeds.

2 Wow, Evans wasn't kidding! It's a battlefield at the end point, and you should run down as many bad guys as you can before you step out of the car. But make sure that you don't hit any of your cop buddies, since they're wearing different uniforms than your special forces buddies. When the tide of battle has turned, Munroe will radio the "all clear," and order you to follow the suspect.



KEY RING

7

- Unlocks Black Cab: "Tourist Hunt"



3 Just past the shootout, you'll see a building with two white lion statues bearing shields with red crosses. The key is right in front of this building's front door. If you have trouble finding it, fail once at mission 7-2, go straight ahead from the continue point, and you'll find it at the fifth building to your left.





7-2 PURSUIT OF TYLER

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Car (Driving)

OBJECTIVE

Use the helicopter to find the Yardie car and run it off the road.

STARTING VEHICLE

Unmarked Police Vehicle (Laguna)

STARTING POSITION (S)

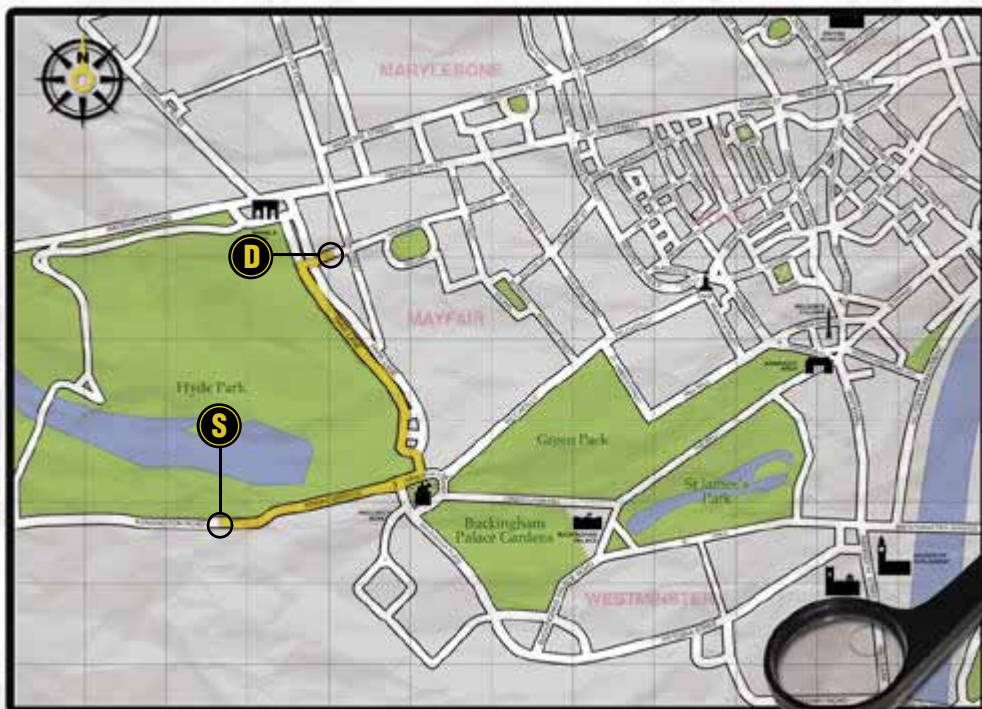
Police Shootout (Mayfair)

DESTINATION (D)

Police Station (Holborn)

FAILURE CONDITIONS

- Death of Mitch
- Death of Tyler
- End of time limit
- Lose the helicopter
- Commit too many crimes



LONDON

0 250m 1km 1 MILE = 1.6 KILOMETRES 2km

1 Tyler is on the run, but the police are in pursuit with a helicopter. Your job is to follow the chopper until it can catch up with the Yardie's black Brabus. There's no point getting ahead of it, since the chopper pilot won't discover the Brabus until the map point marked "Stage 3." If you have to replace your car at the start of this segment, you'll have an interesting choice of vehicles. You definitely want a police vehicle, since the sirens make it a lot easier to go down one-way streets in the wrong direction without getting hit. The unmarked cruiser handles much better, but the large police van is more stable and has a better shot of running him off the road.

2 Stay on the helicopter's tail until you hear the radio message about a black Brabus, which is a tricked-out Mercedes that looks a lot like an SUV. Don't get the Brabus confused with the purple sports car that is on its tail, firing at you constantly. You can return its fire and destroy it, but it will only be replaced after the crash.

3 To take down the Brabus, ram it into a solid wall (like a row of shops) from a position slightly ahead of it. Be prepared to back up a hair and ram it repeatedly until the doors pop open. Gun down the drivers with the **L2** and the **R2** buttons, but make sure not to hurt Tyler! This is among the most difficult driving levels in the game, so don't get discouraged if it takes you a few tries.



Be prepared to back up a hair and ram the Brabus repeatedly until the doors pop open.



7-3 TO THE POLICE STATION

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Car (Driving)

OBJECTIVE

Drive Tyler safely to the police station.

STARTING VEHICLE

Unmarked Police Vehicle (Laguna)

STARTING POSITION (S)

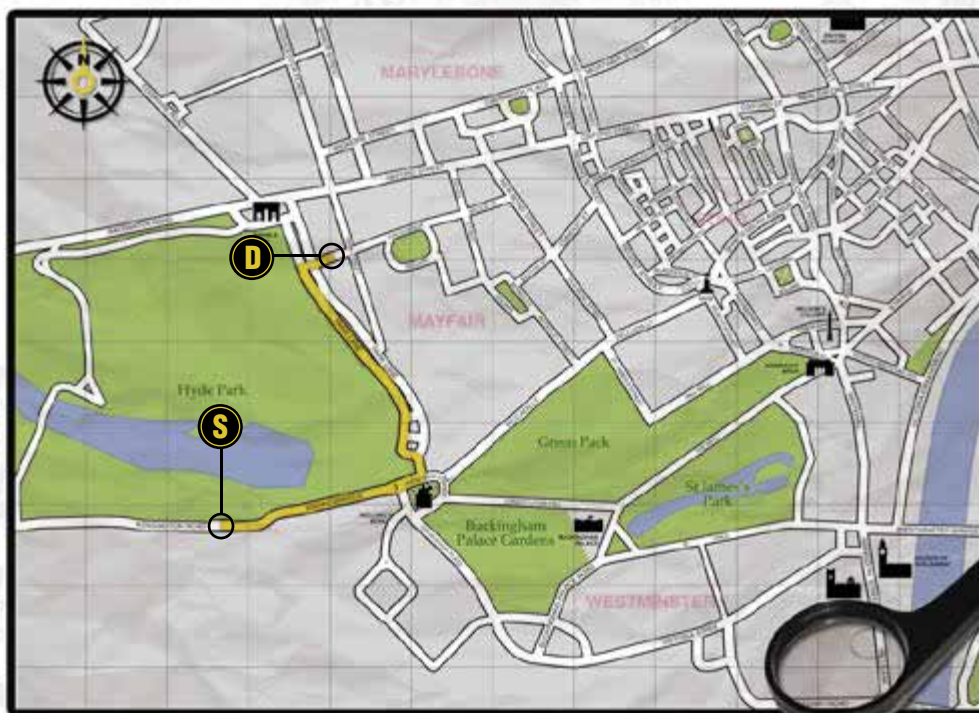
Police Shootout (Mayfair)

DESTINATION (D)

Police Station (Holborn)

FAILURE CONDITIONS

- Death of Mitch
- Death of Tyler
- Commit too many crimes



LONDON

0 250m 1km 1 MILE = 1.6 KILOMETRES 2km

1 After you've gunned down all of Tyler's allies, he should go willingly into your car. But the Yardies won't give him up easily, and will hound you incessantly on the long drive to the station. Outrun them if you can, and be on the lookout for purple SUVs (Yardies love purple!) that veer in front of you from opposing lanes.

2 You'll probably need to change cars repeatedly, as the constant machine gun fire tears your vehicles apart. Since it can take a while for Tyler to catch up, especially when under fire, your new car will often be smoking from Yardie attacks before you can even hit the gas! When this happens, take the time to clear out the rest of the Yardies by firing from your damaged car, then switch again to a fresh civilian vehicle.

3 Don't miss the thin alley past the police station that leads to the parking spots. Get Tyler there safely, and you're finally home free.



Don't miss the thin alley past the police station that leads to the parking spots.



8-1 TO THE SAFE HOUSE

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Car (Driving)

OBJECTIVE

Race back to the safe house before the kidnappers escape.

STARTING VEHICLE

Unmarked police car (Laguna)

STARTING POSITION (S)

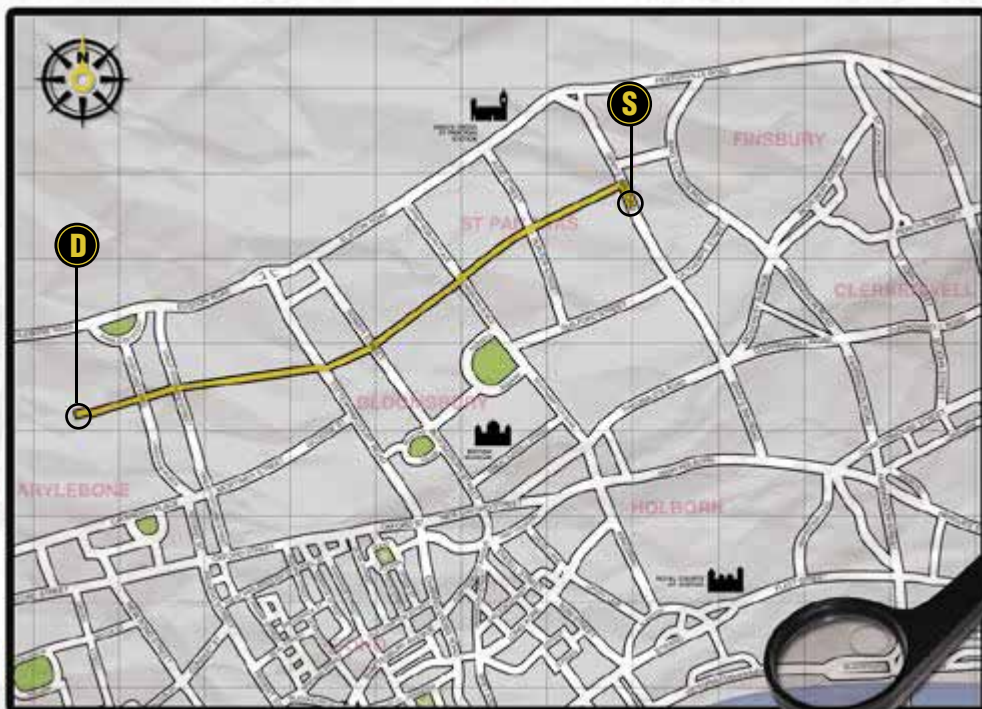
Police Station (Holborn)

DESTINATION (D)

Safe House (Marylebone)

FAILURE CONDITIONS

- Death of Mitch
- Loss of Munroe
- End of time limit
- Commit too many crimes



LONDON

0 250m 1km 1 MILE = 1.6 KILOMETRES 2km

1 Disaster has struck at the safe house, and there's no time for major roads. Your signals will guide you through a series of back alleys and one-way streets on this strictly timed mission, so you may just want to dump your police car in the first alley way and switch to the red motorbike that has been left behind there. The advantage of the bike is its great acceleration and ability to maneuver around obstacles and other cars in tight spots. The disadvantage is that it crashes a lot, the signals are hard to read, and it feels creepy to have your boss' arms wrapped around you as you ride doubles. A difficult choice, to be sure.

2 This road looks closed, but it's the only way to go to get there in time. Ram the blockade, and the boards will go flying. Keep a close eye on your signals in this alley, as it can be hard to tell which paths go through and which end abruptly.

3 After cutting through the outdoor seating area of a café, the road will split: You can either head left on a dirt road or right up a ramp. If you take the ramp (and really, who can resist?), be ready to make a hard right turn after it ends, or you'll be sent sailing into a brick wall.

4 In the next stretch you'll encounter a pair of tunnels with one car coming and one car going. The motorbike can squeeze by, but if you're in a car you'll need to hang a right just before the tunnels and take a short detour that will leave you pointing in the exact direction you want to go.

5 When you reach the splintered green wall where you were ambushed in Mission 5, ignore the left turn signal, pound the gas and hit it head-on. If you can muster enough momentum, it will shatter to reveal a ramp, and you'll shave several seconds off your time.





8-2 SECURE THE FLAT

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Foot (Action)

OBJECTIVE

Search the flat and secure the abductors.

FAILURE CONDITION

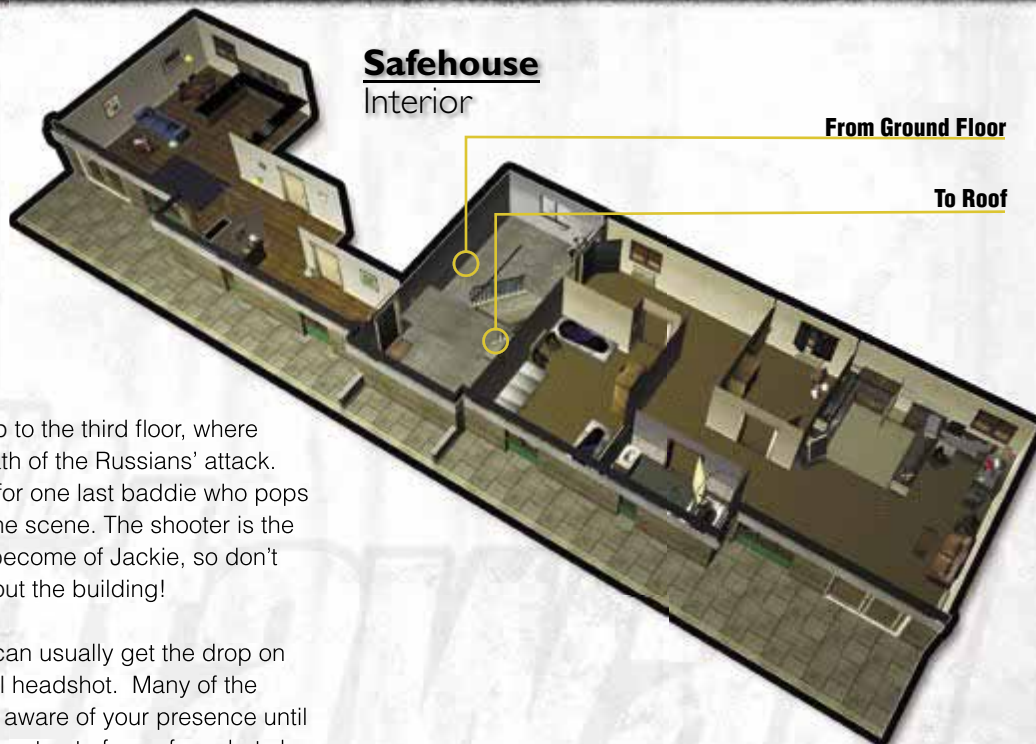
- Death of Mitch
- Death of suspect

1 Follow your squaddies up to the third floor, where you'll witness the aftermath of the Russians' attack. The apartment is clear, save for one last baddie who pops Munroe in the leg and flees the scene. The shooter is the only man who knows what's become of Jackie, so don't shoot him as you chase him out the building!

2 Out on the balcony, you can usually get the drop on the first foe with a manual headshot. Many of the enemies in this area won't be aware of your presence until you start firing, so make the most out of your free shots by aiming for one-hit kills! Manual targeting is also the best solution to the hostage situation that's playing out in the next apartment over; hop over those concrete barricades and go save the poor bastard.

3 When you return to the stairwell, head up to the roof. Pop another idiot in the back of the head, then leap across to the roof of the next building, where several enemies are waiting. Continue down the metal staircase, plug the guy on the scaffolding, and be wary of a sniper on the roof. If you see him before he sees you, you can safely eliminate him with a manual shot.

Safehouse Interior



Safehouse Rooftop

To Corridor

From Apartments



KEY RING

8



• Unlocks Race: "Blackfriar's Bridge"

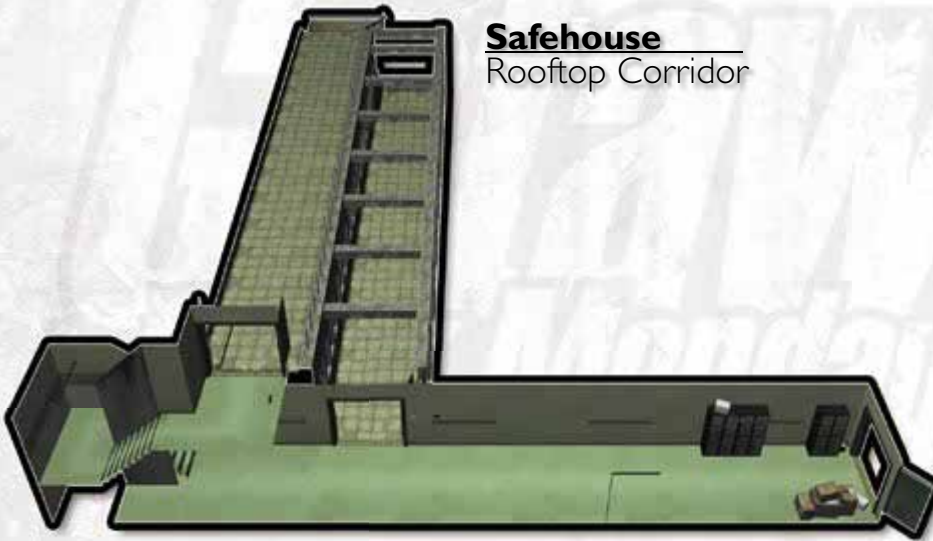
4 After jumping across to a third building, run through the open-air hall until you reach a bank of lockers. Your suspect has run to the left, but if you want the key ring, you should take a quick detour to the right. The stairs lead to an outdoor balcony where you can pick up an MP-5 clip and this level's key ring, near the body of the sniper in Point 3. You can also grab some refreshment from a first-aid kit at the base of the stairs.

5 There's one enemy on the dirty rooftop to the left, and another in the balcony beyond. If you can spot them early, you can snipe them before they see you. Leap across to the balcony, over a concrete separator, and down a fire escape to the ground level. Here you'll catch up to the man in the brown coat, but save your bullets for the many henchmen who pull up to cover his escape.

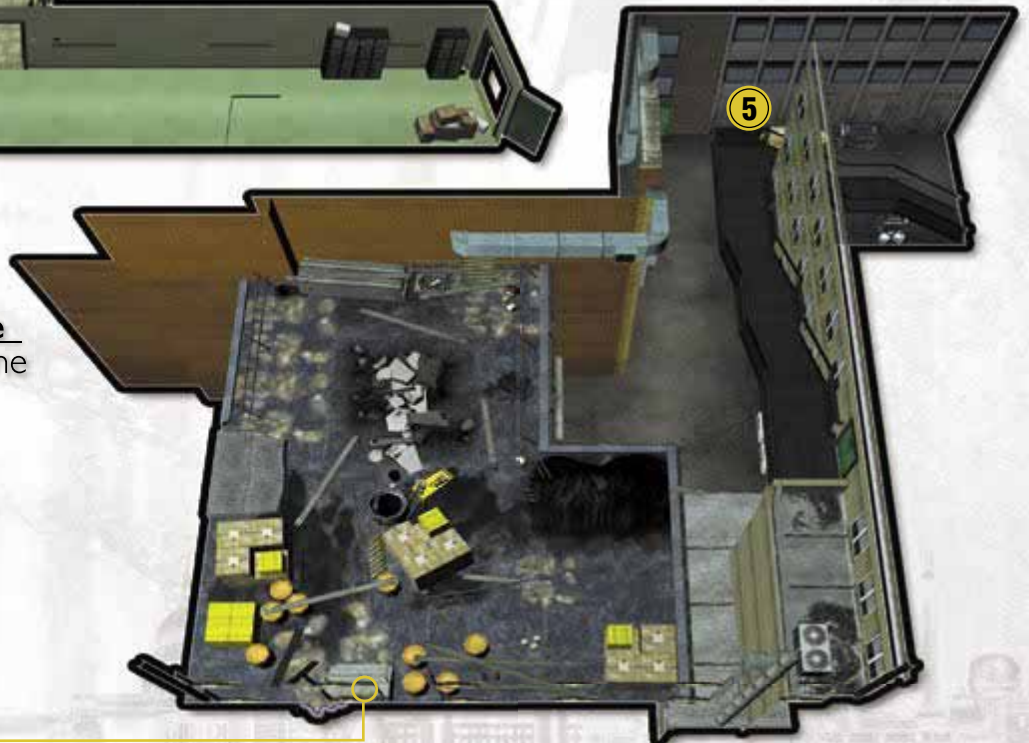


Leap across to the balcony, over a concrete separator, and down a fire escape to the ground level.

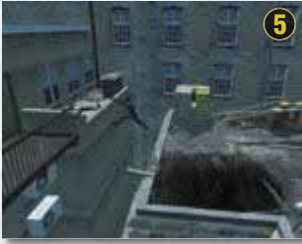
Safehouse Rooftop Corridor



Safehouse Rooftop One



From Corridor



6 Fortunately, you've got reinforcements too! Commandeer the red police car and follow that helicopter to a small alley only a block away. Ram the guy with the gun and park nearby; your suspect has run through the open green door. Other officers will meet you there, and follow you in for the arrest. Well, that's the plan anyway...



Safehouse
Rooftop Two

ICI, Bumba Clots, Cha!

Translating the Getaway, **Part III**

IC1, IC2, IC3: Munroe is always referring to suspects as "IC1" or "IC3." As a measure of political correctness, British police use "Ident Codes" to refer to the races of suspects: IC1 is Caucasian, IC2 is Mediterranean, IC3 is African, IC4 is Asian, and so on.

BUMBA CLOT: Tyler has about three lines in the game, but all of them begin with "Bumba Clot." This is a Jamaican patois word that literally translates to "ass cloth," but in practice Bumba Clot means something like "dumbass" or "motherfucker."

CHA, STAR: As long as I'm researching Jamaican patois, here are two more of Tyler's favorites. Cha is a disdainful expletive, like "Pshaw!", while "Star" is a term of affection that I can only assume he's using sarcastically.

THE PAN: Let's get back to English, with a rare bit of slang attributed to Jackie. As you'll recall, her book "went down the pan" when the cops seized her notes. The "pan" is interchangeable with "toilet," either the room or the object itself.



Commandeer the red police car and follow that helicopter to a small alley only a block away.



03 THE MISSIONS

EDDIE'S STORY

MISSION INDEX

CHAPTER	LEVEL	PAGE	TITLE
Monday	9-1	53	The Server Room
	9-2	55	Protecting John & Arthur
	9-3	56	Cracking the Safe
	9-4	57	Back to the Bridge
The Rescue	10-1	58	An Unlikely Rescue
	10-2	60	Returning the Favor
	10-3	62	Sunroof Sharpshooting
Cons & Icons	11-1	63	The Missing Icon
	11-2	65	Evading "The Filth"





9-1 THE SERVER ROOM

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Foot (Action)

OBJECTIVE

Help Sam find the server room.

FAILURE CONDITIONS

- Death of Eddie
- Death of John
- Death of Arthur
- Death of Sam
- Death of Errol

First Aid Kit



To 13F

First Aid Kit

Skobel Building
Twelfth Floor Lobby



1 Follow Sam and the gang into the building, and hop over the glass railing at the entrance. You can open the doors to many of the rooms in this floor, but they're of no interest to you, as the hallways on either side will lead you to the stairway.

Your job is to pummel the crap out of every security guard you see, lest they manage to hurt John, Arthur, or Sam. Eddie has more complicated melee combos than Mitch did, so experiment with his ability to grapple. By grabbing someone with the  button, you have a brief window in which they can't stop you from pummeling them with the  button in all sorts of nasty ways (the exact hit depends on the direction of the analog stick). If you grapple an enemy from behind, you can kill them with just one hit.

2 Before you reach the open door that leads to the stairway, kick open the door to the small room in the corner. You can find a first-aid kit on the wall here, and there's one in the room on the opposite end as well. These rooms are a fixture in every floor of the Skobel Building, so you should visit them whenever you need a health boost.



You can find a first-aid kit on the wall here, and there's one in the other room on the opposite end as well.

Skobel Building Thirteenth Floor



First Aid Kit



From 12F

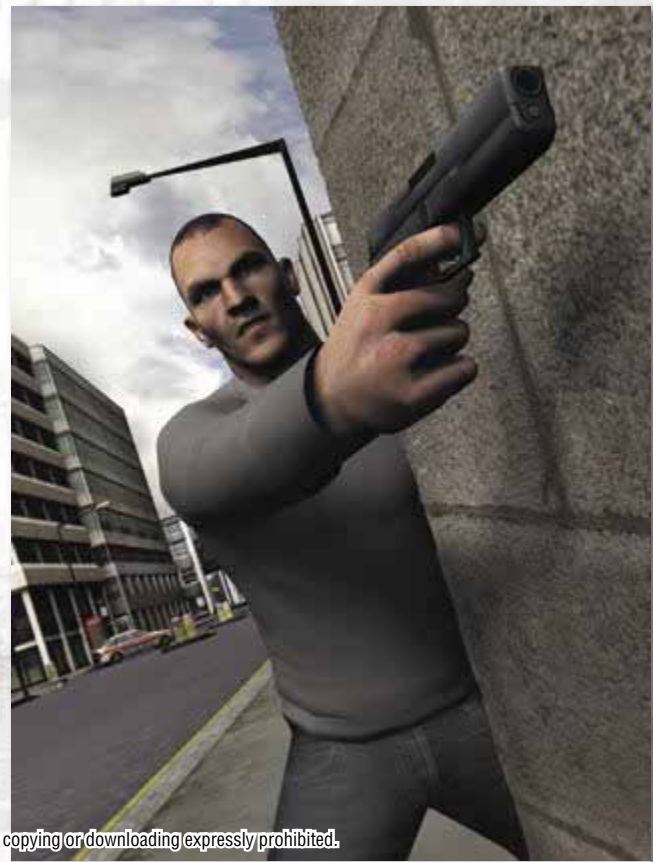
First Aid Kit

To 15F



3 On the second floor, a sign will point you roughly in the direction of the “Servers.” A large group of guards is waiting, so don’t let them get behind you! If you grapple one with the  button and then point the analog stick toward the railing and press the  button again, you can fling him to a comical death! Most guards won’t intervene while you’re grappling a teammate, so grappling is effective even against groups of foes.

4 Stick close to Sam, as she knows the exact route to the servers. You can sneak up on most of the guards in this hallway, grab them from behind (the  button) and break their necks (the  button) without setting off any alarms. When Sam finds the passage to the server room, your objective will shift to helping John and Arthur, who are on the 15th floor. Continue around the hallway until you see the open door that leads to the SE stairway.





9-2 PROTECTING JOHN & ARTHUR

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

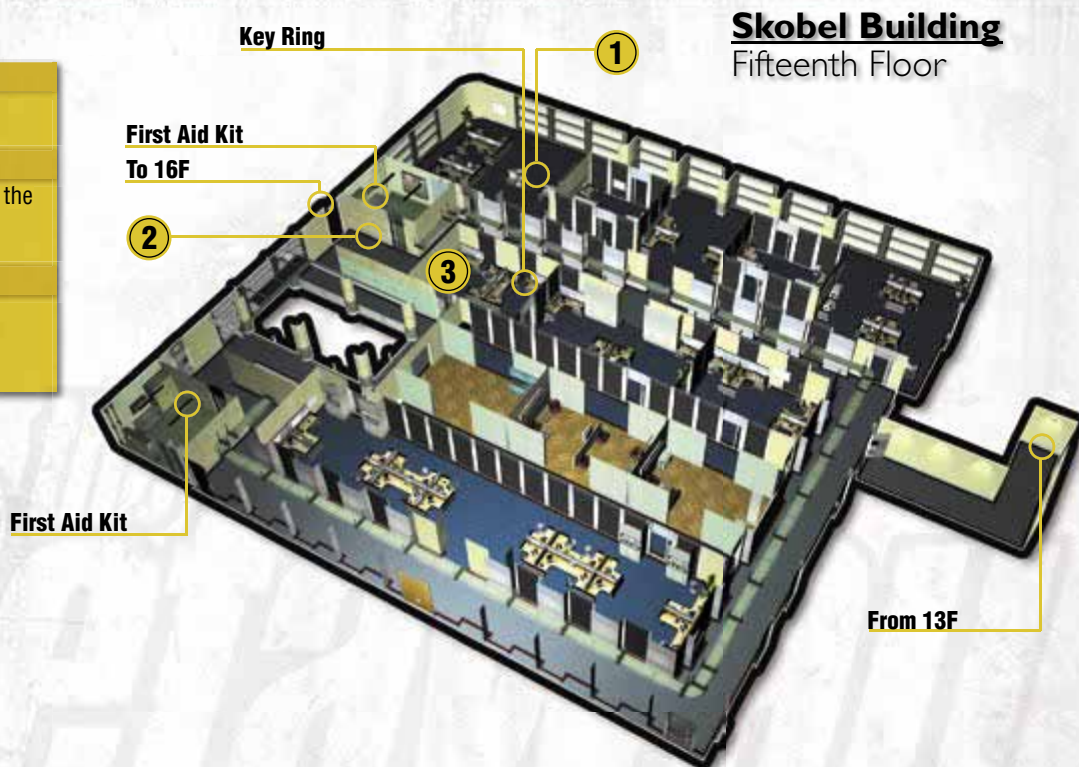
Foot (Action)

OBJECTIVE

Help Arthur and John on the 15th floor.

FAILURE CONDITION

- Death of Eddie
- Death of John
- Death of Arthur



1 When you enter the main hall, you'll see two guards to the left who are just begging for a spine-cracking. Take them out, then head the other direction in search of an open door. Inside you'll see John taking a beating, so rush in and help him out, then head out the door on the other side to bail out Arthur.

2 Follow Arthur as he runs through this map, getting into more and more trouble. Fortunately, he's a tough ol' geezer, so you can hang a bit behind, let the guards chase after him, then grapple them from behind for an easy kill. He'll reconnect with John at the NE stairway, which leads to the 16th floor.

KEY RING

9

- Unlocks Race: "Off Road"

3 Don't head up those stairs quite yet! From the NE stairway, head back into the office block, and hang a right at the sign (toward "European Equities"). This should put you in a ceiling-less area like the one where you were jumped by all the guards on the 13th floor. Open the first door on your left, and you'll find a small office where this chapter's key ring is waiting.



Open the first door on your left, and you'll find a small office where this chapter's key ring is waiting.



9-3 CRACKING THE SAFE

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Foot (Action)

OBJECTIVE

Get to the Head Man's Office and crack the safe.

FAILURE CONDITION

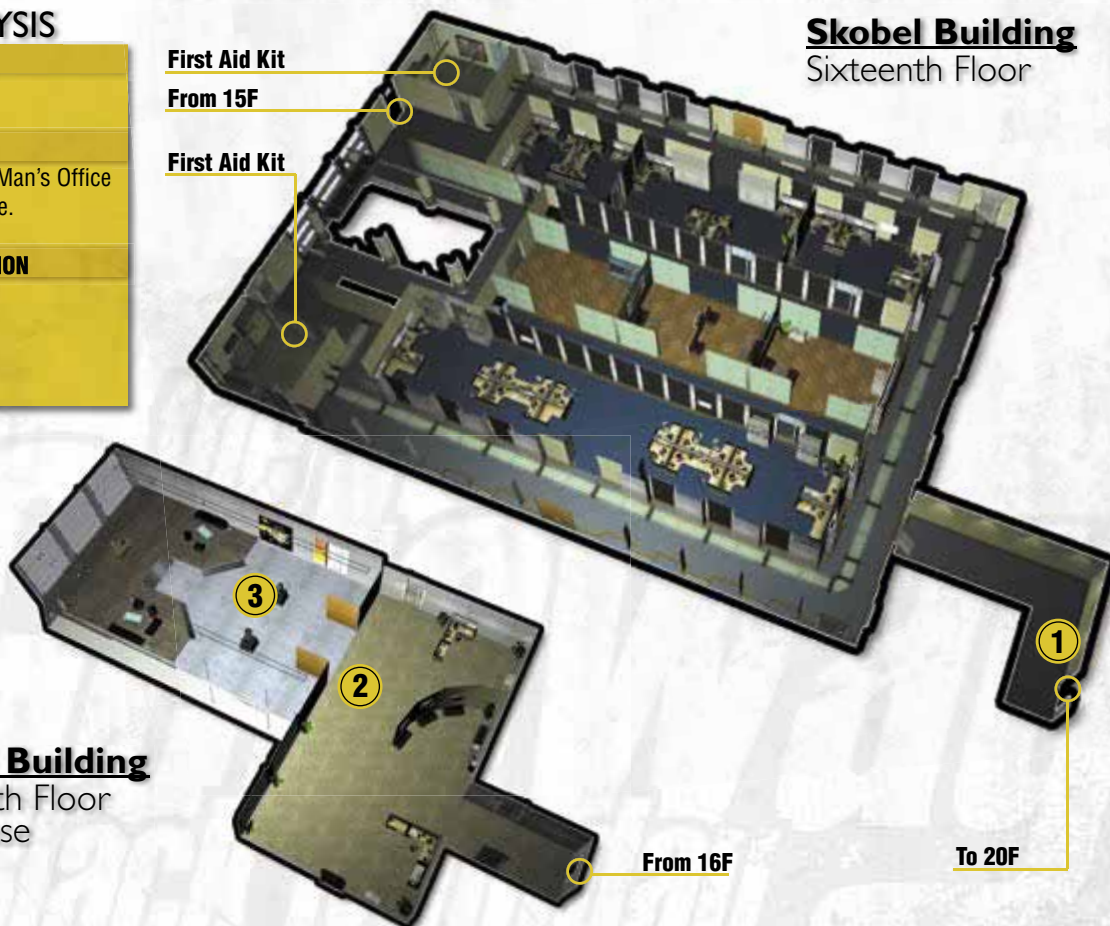
- Death of Eddie
- Death of John
- Death of Arthur
- Death of Errol

First Aid Kit

From 15F

First Aid Kit

Skobel Building
Sixteenth Floor



Skobel Building
Twentieth Floor
Penthouse

1 The 16th floor is mostly free of enemies, and you'll meet up with John, Arthur, and Errol at the door to the next stairway. A guard waits inside, and you should jump him quickly, before he can take a swing with his billy club. Eddie will automatically pick up the club, which is bad news for the guards ahead.

2 You're headed all the way to the top! Introduce the guards at the door of Skobel's office to your new friend billy, then join the others near the safe. More guards will come rushing in, so be ready to intercept them. The camera here is focused on Arthur, so face the door and hold the **R2** button to see enemies as they enter.

3 The fourth guard to enter has an uzi, heralding an end to the innocent days of fists and billy clubs. Roll at him (always the best way to rush someone with a gun), give him a beating, and recover the gun. You'll be needing it immediately, as five more guards are on their way, and two



of them are packing. Make sure to run over the guns dropped by each subsequent guard, as Eddie can hold two at once, and will automatically pick up a second and swap a lesser gun when a better one is available.





9-4 BACK TO THE BRIDGE

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Foot (Action)

OBJECTIVE

Get everyone out and back to the bridge.

FAILURE CONDITIONS

- Death of Eddie
- Death of John
- Death of Arthur
- Death of Sam
- Death of Errol

1 Arthur will finally get the safe open after that group of guards is slain, and you'll now need to escort everyone safely out of the building. Several new enemies are waiting in this floor's lobby, however, so simply getting to the lift won't be an easy task. If you can get close to a foe without taking a hit, grab him with the **Ⓐ** button and make a human shield out of him with the **ⓧ** button. You can now safely mow down his friends as he takes hits that were meant for you. If your hostage survives the experience, release the **R1** button and blow his brains out with a tap of the **Ⓛ** button.

One warning about hostages: You can barely move when you have one, or even turn around, so make sure you're facing your enemies when you take one or you'll be giving them free shots at your back. If you have to turn, do it while moving forward or backward.

2 The lift will take you back to the 13th floor, where Sam will rejoin you. You now need to make your way across the hallway into the NE stairway, and several enemies have a big ambush planned at the ceiling-less area outside the stairway. Errol should have picked up some guns at this point, so he'll help you out, provided you can keep him from shooting you by accident. Don't take hostages, as Errol will just shoot them, and might even hit you. That muppet!

3 The only enemies in the 12th floor are grouped near the exit. Follow Errol to the right, so you don't end up shooting them from opposite sides and hitting each other. Then hop the gate and cross the bridge to the other building, where this mission will conclude.





10-1 AN UNLIKELY RESCUE

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Foot (Action)

OBJECTIVE

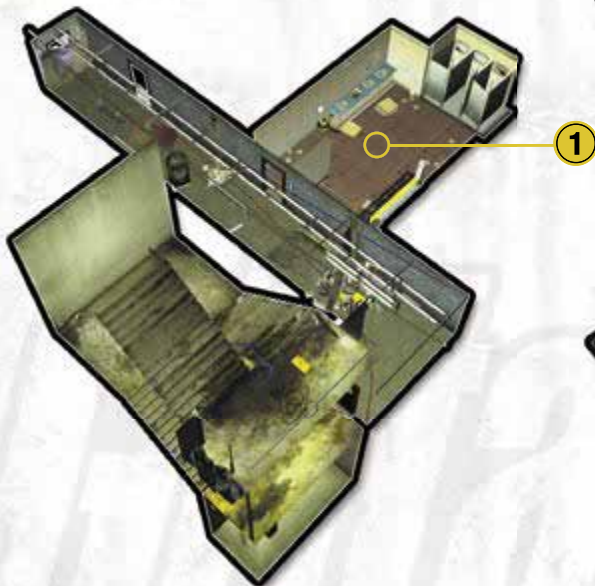
Follow Sam out, and keep her safe.

FAILURE CONDITION

- Death of Eddie
- Death of Sam

Derelict Office

B1



Derelict Office

B2



1 The torture has taken its toll, and Eddie begins this mission in a very sorry state. You can lean against a wall and heal up a bit, but you'll never fully recover your Chapter 9 vigor. Your max HP is down to about 60 percent for now, so you can't afford to take many hits. Stealth is the watchword for this mission.

2 Follow Sam downstairs and through several unguarded hallways. The first challenge comes in a turbine room, where two Russians are talking on the stairs. You always have the option of simply rushing guards and beating them down, but if you'd like to avoid a fight, join Sam in the metal tank in the center of the room and wait for them to walk by.

3 There's broken glass on the floor of this hallway, and if you're right beside Sam, her warning will come a little too late. Don't step on the glass, or the noise will alert a nearby Russian.

Sam will ask you to make a distraction in the next room (by stepping on another pile of broken glass when the guards are looking away), but it's easy enough to just sneak behind them and break their necks. After the coast is clear, Sam will run out the door and to the right, but you should turn left and enter the room where the first Russian was having a discussion with his pornography. Kill him and

grab a "knuckle duster" (what we yanks call "brass knuckles") which will make your punches lethal.



Derelict Office

B1(2)



4 In the room with the fan, flip the power box on the wall to turn it on. That should bring the guard into this room, while you and Sam slip out and take a different route. In the room beyond, wait when Sam tells you to, or you'll walk right past a doorway while a guard is looking.

5 There's another guard on the stairs in this room, but this time the broken glass works to your advantage. Step on it, then go hide with Sam until the guard comes down to investigate. You can then try to dash up the stairs before he notices, but it's safer to slip behind him and break his neck.

6 In the hallway beyond that room, Sam will go through the last door on the right. But before you join her, continue down the hall to grab a silencer. You don't have anything to silence yet, but it will come in very handy when you do!



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Derelict Office

B4



7 There are six enemies in this room, and two ways to approach it. One is to hang back, using the **R2** button to watch until your foes turn their back to you, and then sneak across to the next large object. After the first, you can go all the way to the door on the other side, where you won't be able to move until a trio of enemies murders the one who's looking your way.

The other option is to screw the stealth and pummel them all. There was a continue point right before this, so it's no big deal if you lose. But if you win, you'll be able to retrieve the pistol from the lone enemy on this floor who's "tooled-up." That, combined with your silencer, will make the next section a lot more fun.



10-2 RETURNING THE FAVOR

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Foot (Action)

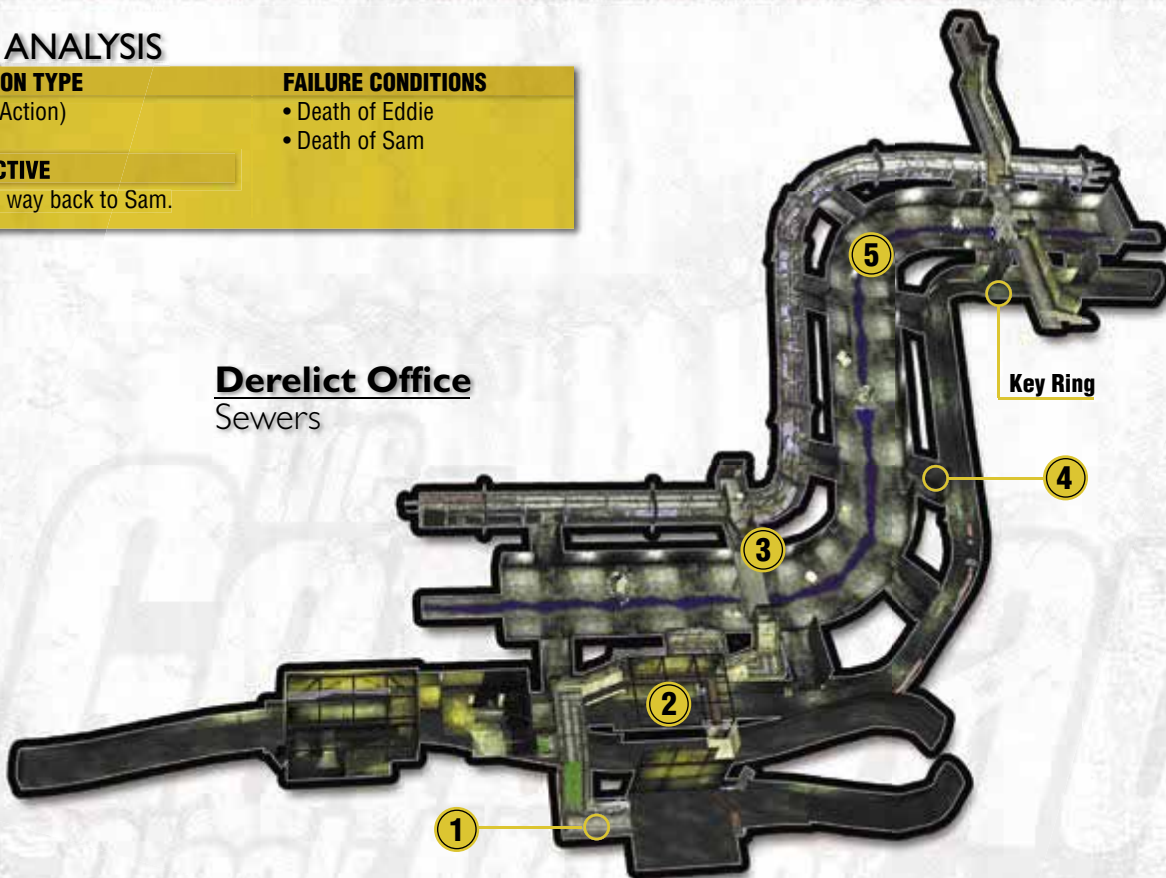
FAILURE CONDITIONS

- Death of Eddie
- Death of Sam

OBJECTIVE

Find a way back to Sam.

Derelict Office Sewers



1 Now it's Sam who needs rescuing, and you're her only hope. You can't make it through the holes of the grate downstairs, so you'll need to go around, and fight your way there. Don't miss the pipe near the grate, which you can keep or trade for a baseball bat after you kill the first group of Russians. You won't switch automatically if you picked up the pistol, but you can holster it with the **R3** button and grab a melee weapon if you like.

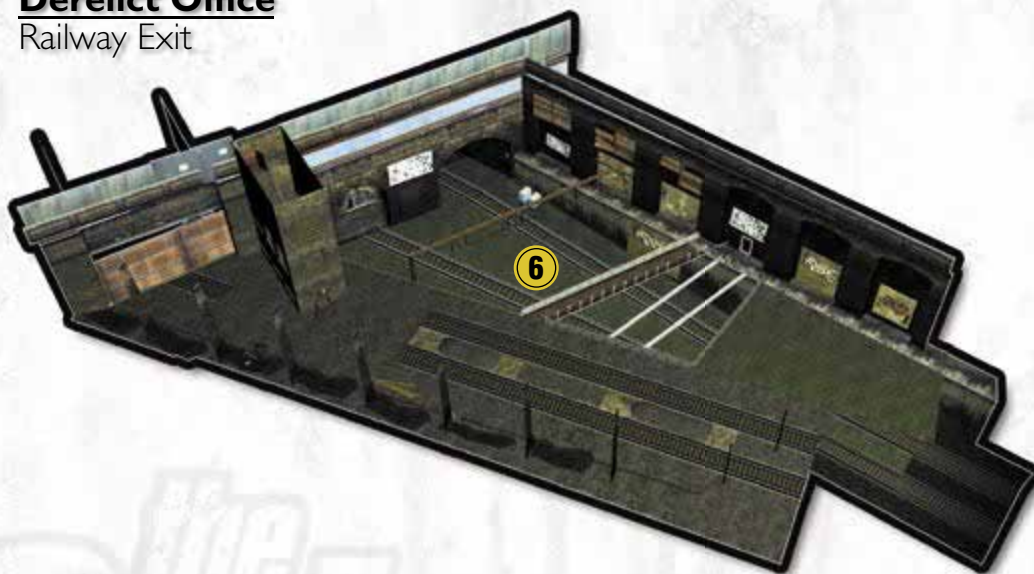
2 A short distance later you'll meet Sam again, although there's a grate between you. You'll need to head down the stairway waterfall, where three more punks are waiting. If you have the pistol, no problem. If you have the bat or pipe, kill them before they notice you, before Sam even finishes talking.

3 After Sam gets captured on the bridge over the drainage tunnel, you'll have a choice of routes, but both lead to the bottom of the tunnel. Several enemies are lurking further down the tunnel, which is to your left through whichever route you enter.



Derelict Office

Railway Exit



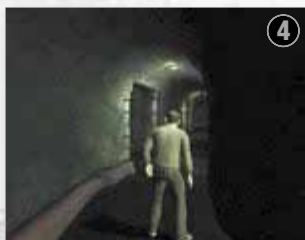
KEY RING

10

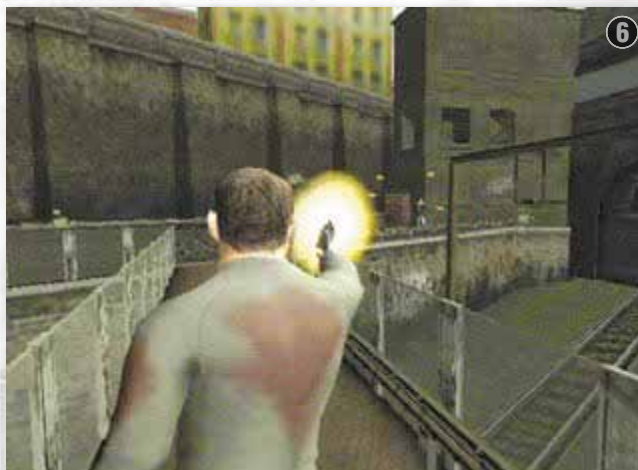
• **Unlocks Race:** "Classic"

4 You'll see several passages to your right as you move down the tunnel. These lead to a second, smaller tunnel that runs parallel to the first. Enemies from the drainage tunnel will come down to fight you here, but at the end of the path, you'll find this level's key ring. If you don't yet have a gun, rush the enemies here (use lots of rolls) to get one before you attempt to rescue Sam. If you have the pistol, gun them down from a distance (you'll probably need to use manual targeting) and trade up to an assault rifle.

5 When you see the enemies holding Sam, you have two choices. You can either hide behind a distant concrete block and attempt to take out the henchmen with manual shots, or rush-and-roll to get behind their cover and mow them down. It's surprisingly easy to headshot the guy who has Sam hostage from a distance, but those who want to play it safe should save him for last and fire from a range at which you can actually see his head.



6 Follow Sam outside, after you trade up for the best guns you can find. A pair of enemies will rush you, so use manual targeting to hit them from a distance. Then run in to the brick stairwell from whence they came, and get the hell out of there.





10-3 SUNROOF SHARPSHOOTING

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Car (Driving)

OBJECTIVE

Fend off the pursuing gang while Sam drives.

STARTING VEHICLE

Sedan (Rover 820Si)

STARTING POSITION (S)

Derelict Office (Clerkenwell)

DESTINATION (D)

Snooker Club (Southwark)

FAILURE CONDITIONS

- Death of Eddie
- Death of Sam



LONDON

0 250m 1km 1 MILE = 1.6 KILOMETRES 2km

1 Sam's behind the wheel in this unusual mission, leaving Eddie free to pick off enemy targets through the sunroof. You have an assault rifle and unlimited ammo, but you'll still need to reload, so duck back into the car (with the **L2** button) whenever you have a spare second (or just want to avoid heavy fire). Enemies can come from any direction, so circle around the area constantly, and aim for the drivers or front tires when you shoot, not the bodies of the cars.

2 Sam will stop the car at this ambush site, and she won't move until all the enemies are dead. Pick off targets in order of proximity. Someone firing point-blank into Sam can do more damage than a half dozen distant shooters combined. When you're ready to turn your sights on the distant targets, use the **R2** button to zoom in and make aiming easier. (There is no auto-targeting on this mission.)

3 When you pass a large group of cops like this one, just use the **X** button to duck down into the car. There's no point shooting them, since these cops can't pursue you. Why expose yourself for nothing?



4 Other cops will get in on the pursuit soon enough, and you may need to kill a few of Mitch's buddies. They're typically a lot less aggressive than the gangs, however, and are a lower-priority target. When you get a group of them coming at once, try to shoot out the tires or kill the driver of the first car in hopes the crash will take out the others, too.





11-1 THE MISSING ICON

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Foot (Action)

OBJECTIVE

Find John at the Snooker Club.

FAILURE CONDITION

• Death of Eddie

Snooker Club

Ground Floor



First-Aid Kit

Knuckle Duster

KEY RING

11

• Unlocks Race: Cabby

1 At the Snooker Club head up two flights of stairs, then look to your right just as some poor bastard comes staggering out of the bathroom. Head in after him, and you'll notice a very well-stocked "pan." There's a first-aid kit on the wall to your left, which I'm sure you'll want to save for the way out, and this level's key ring by the urinals. You can even pick up a knuckle-duster at the feet of the poor bastard who died on the pot. The knuckle-duster stays on even as you pick up better weapons, and will only disappear if you die.

2 There does seem to be an unusual amount of dying men in the Snooker Club, but don't get discouraged. ... Maybe they all had congenital heart defects? You won't see any signs of life after you've cleared the main snooker hall, a smaller pool room, and ascended the stairs to a private room. A thug will disarm you here, but one pop with your brass knuckles will floor him. Pick up a pool cue or the gun (ahead and to your left) to make short work of his pals.

3 The only other door out of here leads to a fire escape that will collapse when you try to traverse it, potentially costing you your gun. Even worse, heading out there will make new enemies appear in the room you just left. Since it's a dead end, you may want to skip the balcony and return to the ground floor, where you'll see business has really picked up.



1

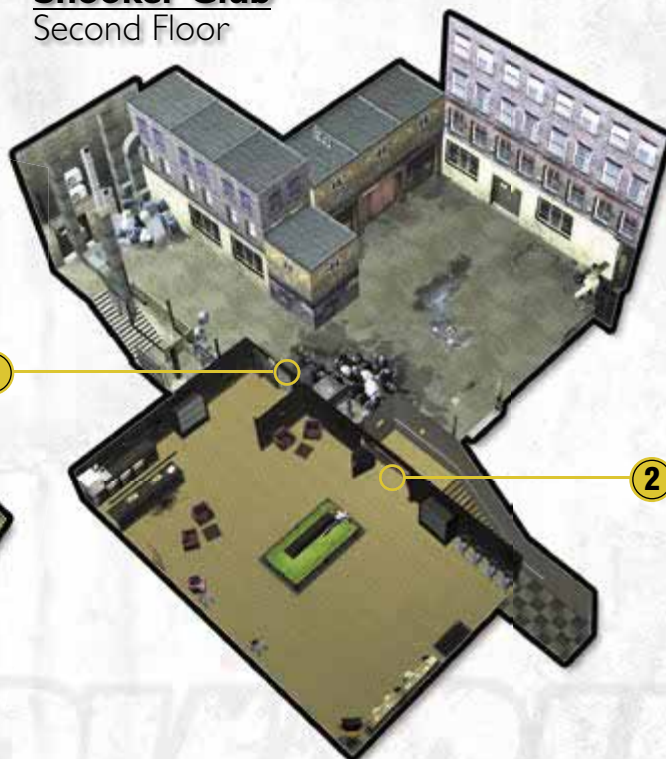


2



3

Snooker Club Second Floor



Snooker Club Hall Cellar



4 There are a pair of enemies on the stairs, several more in the pool room, and a legion in the snooker hall. When you get to the main hall, do as much damage as you can from the doorway (by entering **Stealth Mode** with the \otimes button and lean out with the left analog stick to shoot the easy targets), then roll across the room to the opposite wall of the raised area.

5 From there, manually target the gunmen cowering behind the pool tables, and then move in to the corner of the main snooker room. Kill anyone in this side of the room, then prepare to shoot an enemy through the window behind you. That should leave only a few foes in the bar area, who you should be able to eliminate easily. Don't rest if you don't need to; remember that first-aid kit is still in the bathroom!

6 Careful examination of the area will reveal that the cellar door behind the bar is now open. Prepare to have to blow away a few strategically placed foes on the basement stairs as you descend.



Stay alert as you descend the basement stairs.

7 At the bottom of the stairs you'll find nearly a dozen of Yuri's men scouring the cellar for the Icon. Blow them away one by one (there's lots of great cover down there), and the Icon is all yours. You'll find it wedged into a cavity in the wall.





11-2 EVADING "THE FILTH"

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Car (Driving)

OBJECTIVE

Drive to the gym without being arrested.

STARTING VEHICLE

Sedan (Rover 820Si)

STARTING POSITION (S)

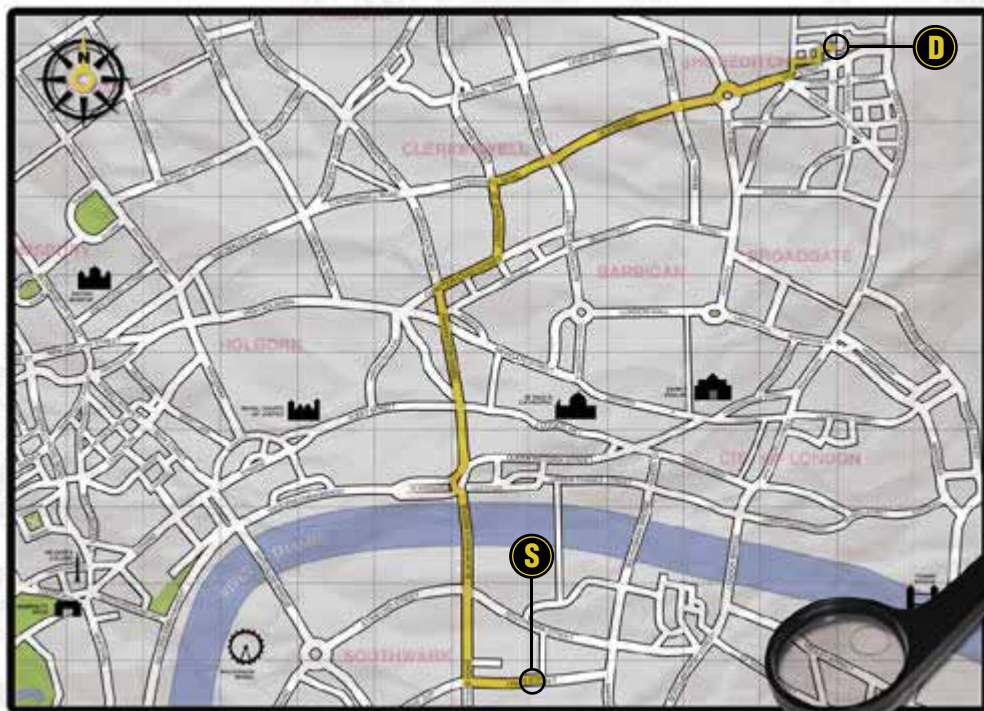
Snooker Club (Southwark)

DESTINATION (D)

Danny's Gym (Shoreditch)

FAILURE CONDITIONS

- Death/Arrest of Eddie
- Death/Arrest/Loss of Sam
- Unable to shake police



LONDON

0 250m 1km 1 MILE = 1.6 KILOMETRES 2km

1 The police are hot on your tail, and they have your starting car made from the get-go. As soon as this mission begins, hit the brakes and swipe one of the motorbikes that have been parked one door down from the Snooker Club. Crashes hit hard when you're riding a motorbike, but evading the police is a cinch when you can simply slip between two cars in heavy traffic. If you don't like the bike, stop your car in front of a ride that's more your style and help yourself.

2 As long as you aren't causing any property damage, the police won't hassle you. So if you actually obey traffic laws and don't hit anyone, they can't touch you...for awhile, at least. If you follow the signals you'll eventually have to run a police barricade, and then the heat is on!

3 You can lose them easily, however, especially with the motorbike. They may have you made, but if you can flee the scene fast enough, they'll forget all about it. You can also jack a new car to throw them off. After that, it's a safe drive to the gym, but know that if you commit any crimes, you'll have to flee the law or switch vehicles again. You'll fail this mission if the police tail you to the gym, so make sure to shake them one way or the other!



They may have you made, but if you can flee the scene fast enough on the motorbike, they'll forget all about it.



03 THE MISSIONS

SAM'S STORY

MISSION INDEX

CHAPTER	LEVEL	PAGE	TITLE
The Wake of the	12-1	67	Return to the Gym
Shoreditch Massacre	12-2	68	Escape the Gym





12-1 RETURN TO THE GYM

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE	OBJECTIVE	FAILURE CONDITION
Foot (Action)	Sneak round the back and find a way into the gym.	• Sam is spotted

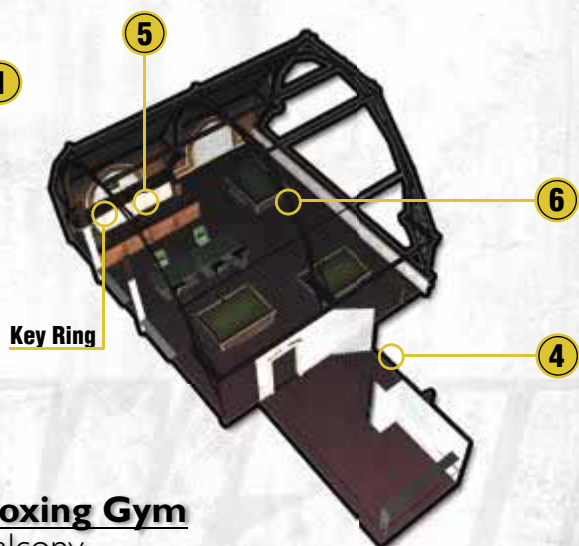
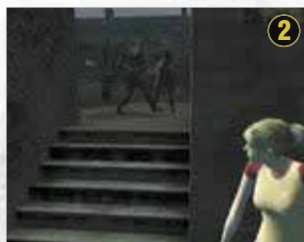


Boxing Gym Exterior

- 1 The police aren't looking for Sam, so she can walk right by the cops on your way to the back entrance.
- 2 Sam can use no weapons and has no capacity to attack. All you can do is sneak, but fortunately for you, she's quite good at it. As you turn the corner to the area where Mitch had his big outdoor shootout, you'll overhear Evans talking with another cop. Hug the wall with the button and look around the corner; don't move forward until the cops go back inside.
- 3 Push open the door to where Mitch found the key ring, and head up the fire escape. Push off the block of ventilation fans with the button, and you'll leap up to the roof. Jump to the next rooftop, wait for the cop on the third roof to head back into the gym, then leap across and follow him in. You could also kick off a wall and reach the roof there through the route shown in the cut scene.



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Boxing Gym Balcony

- 4 The guard is too heavy downstairs, so head upstairs and tap the button to enter Creep Mode. Sam moves slowly in this mode, but she won't make a peep to alert the kneeling guard.



KEY RING

12

- Unlocks Race: "Voodoo"



- 5 In the balcony area with all the pool tables, head behind the bar to find this level's hidden key ring.

- 6 Next, kick off a pool table to leap up to the railing above. Enjoy the view of Sam's sweet "rear view." ... I mean, of the finely rendered environment, as Sam crawls over the boxing area. Take a left at the fork, and crawl to the end, where Sam will discover the awful truth about Danny.



12-2 ESCAPE THE GYM

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

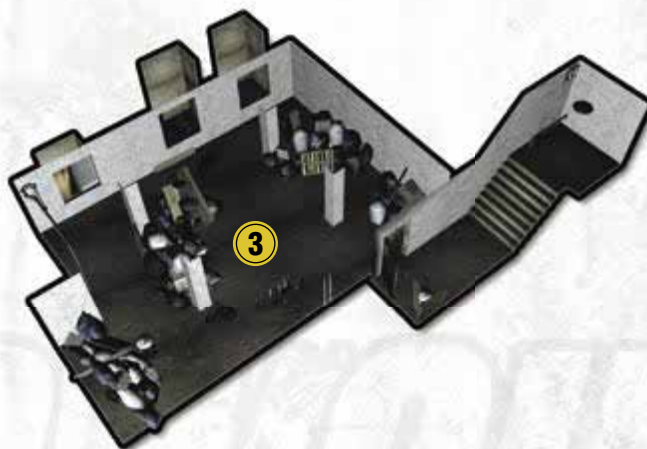
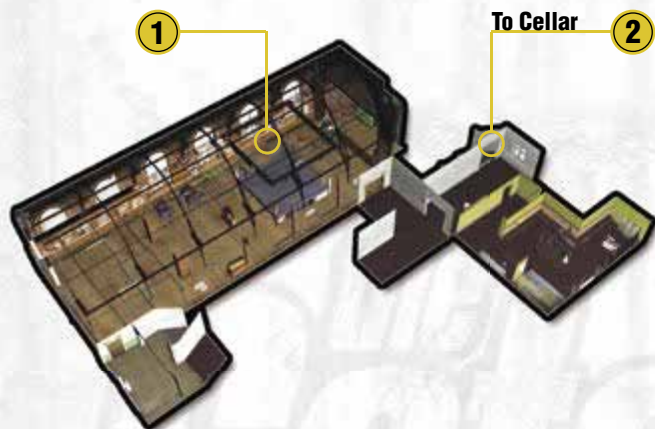
Foot (Action)

OBJECTIVE

Find a way out of the gym and back to Eddie.

FAILURE CONDITION

• Sam is spotted



Boxing Gym

Main Hall

1 You need to sneak out toward the shower area, which one cop is entering and one cop is leaving. Crouch behind the boxing ring (with the button) until both are facing away, then sneak in behind them. You can also crawl right under the boxing ring by pressing the button while crouching!

2 Your goal is to sneak behind the paramedics, but don't panic if they spot you, you still have time to scurry down the stairs.

Those Shoreditch Boys

Translating the Getaway, Part IV

MUPPET: Jim Henson is surely rolling in his grave, as "muppet" has become an epithet for a foolish or stupid person. It's a fave of Eddie's, but he uses it with love.

PIECE OF PISS: As you might have guessed, Danny's "piece of piss" means the same as our "piece of cake." It's hard to say which expression makes less sense.

TOSSER: This insult is one of the few things Eddie and Sam agree on. Like the more common "wanker," it literally refers to a masturbator, but is used as a general insult.

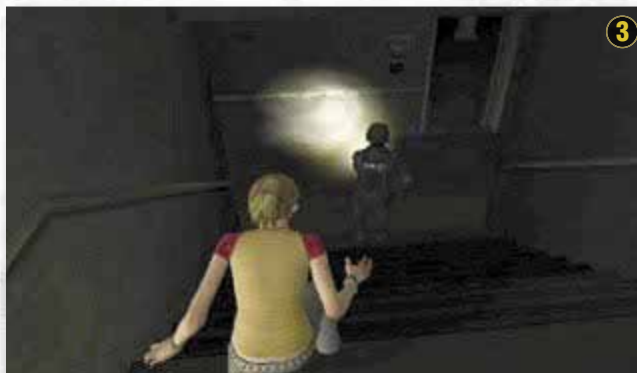
THE FILTH: You have to respect the enduring power of this vicious nickname for the police; it's been in use for half a century!

Boxing Gym

Cellar



3 Continue down the stairs toward the cellar, and wait for the cop with the flashlight to finish his survey and move in to the room to the right. Another cop will leave you only one choice of doors: the first one to the left. Fortunately for you, that's the path out of here.





03 THE MISSIONS

EDDIE'S OR SAM'S STORY

MISSION INDEX

CHAPTER	LEVEL	PAGE	TITLE
Return to the Scene of the Crime	13-1	70	Back to the Skobel Building
Trespass	14-1e	71	Eddie's Version
	14-1s	72	Sam's Version



13-1 BACK TO THE SKOBEL BUILDING

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Car (Driving)

OBJECTIVE

Help Sam get back to The Skobel Building and gain access.

STARTING VEHICLE

SUV (Vauxhall Frontera)

STARTING POSITION (S)

Danny's Gym (Shoreditch)

DESTINATION (D)

Skobel Building
(City of London)

FAILURE CONDITIONS

- Death/Arrest of Eddie
- Death/Arrest/Loss of Sam



LONDON



SPECIAL: Storyline Split

1 The game's first storyline split occurs at the beginning of this mission. While the car idles and Sam pleads, Eddie can either agree to help by kicking the car into drive, or abandon Sam to pursue vengeance by exiting with the **A** button. Your decision will not only change this mission significantly (If Eddie leaves, Sam will have to do it alone), but it will have repercussions on the next mission and throughout the game.

2 The Yardies continue to buy purple sports cars in bulk, and have plenty left to throw at Eddie. ... Sam, however, isn't on their radar, and won't be bothered if she's doing the mission alone.

For Eddie, the Yardies present a double problem; since collisions and gunfire are unavoidable, they'll get the police on your tail too. Fortunately, the problems cancel each other out to some extent, since the police will treat the Yardies as the priority target. Evade when you can, but when a Yardie is on your tail and there's no cop in sight, ram him into a wall or drive up on his right and use the **L2** button to put a few bullets into the driver.

3 If Eddie is driving, the Russkies will join in the fun near the Skobel building. Sam will have an easier time reaching the destination, but the gate guard isn't about to allow either of them in. The only cars that get through his post are Skobel vans, so you'll need to jack one.

4 Fortunately, there are plenty in the area, but the drivers don't give 'em up without a fight. They won't stop if you park in front of them, and Skobel drivers are the only men in London who lock their car doors. You'll need to ram one off the road before the driver exits the vehicle, and it's yours for the taking. This is difficult for Sam, but she can find a parked van if she scours the area. With the Skobel Building on your left, it will be in the second alley on your right.

KEY RING

13

• Unlocks Race: "Power Drive"



5 When you have your Skobel van, the gates will open wide. But don't enter yet! Stop your van at the gate (the one to the left if you're facing the building), and grab the key ring that is right in front of the guard post. If you wait till you're inside the compound, it will be too late.



14-1e EDDIE'S VERSION

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

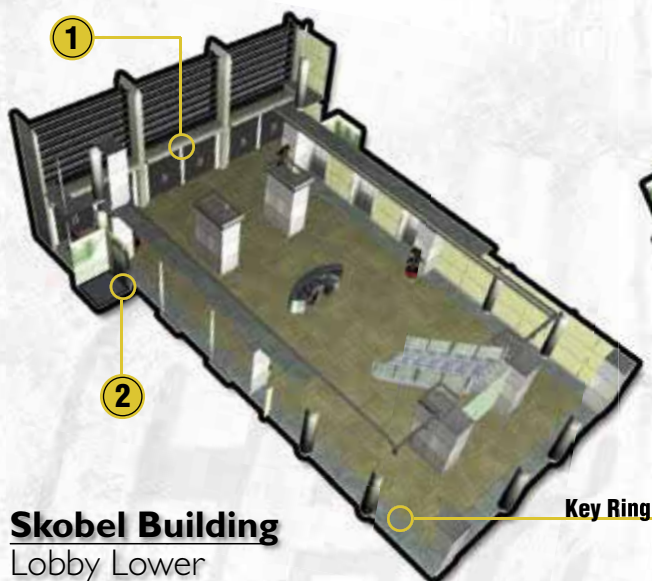
Foot (Action)

OBJECTIVE

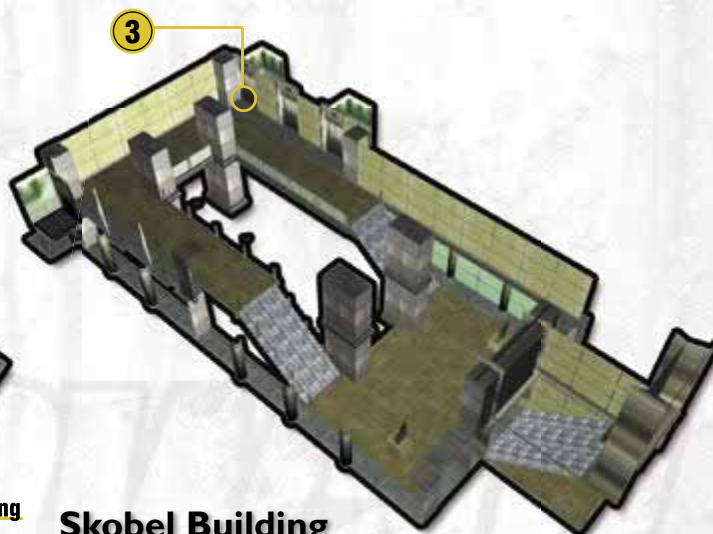
Help Sam into the building and deal with the guards.

FAILURE CONDITION

- Death of Eddie
- Death of Sam



Skobel Building
Lobby Lower



Skobel Building
Lobby Upper

1 If Eddie stuck with Sam, she'll be able to tap his brawn in this brief but bloody mission. Reenacting a scene from a popular recent movie, a double automatic-wielding Eddie basically has to cover Sam's infiltration by gunning down a score of guards. You don't want to get fancy here; if you take a hostage or seek cover behind a pillar, for example, you'll just draw more fire toward Sam.

2 More guards will flood into the ground floor through the first floor elevators closest to the entrance. They'll open about 10 seconds after you enter, so begin the massacre by shooting distant foes from between the pillars, and then turn to prepare a welcome for the new reinforcements.



4 Heal up before you proceed upstairs, where enemies have better weapons but are more scattered. Use the stairway as cover for as long as you can, but when Sam runs ahead, you'll have to follow to protect her. Watch the elevators for more reinforcements! When the coast is clear, Sam will split from Eddie to recover the laptop on her own.

KEY RING

14e



• Unlocks Race: "Superbike"

3 Before you proceed upstairs, kick open the door at the far right (from the entrance) to uncover a utility room with a cowering guard. Execute him and recover the keys at the end of the room. There's a second key ring in this chapter, but only Sam can get it.





14-1s SAM'S VERSION

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Foot (Action)

OBJECTIVE

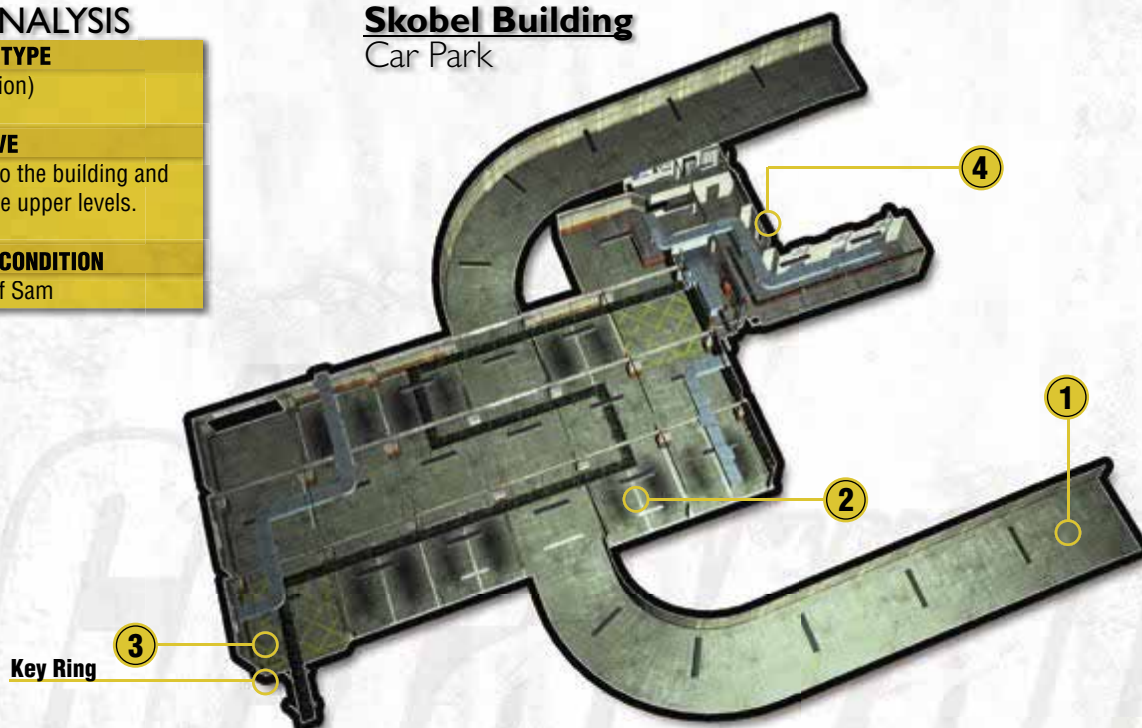
Sneak into the building and access the upper levels.

FAILURE CONDITION

• Death of Sam

Skobel Building

Car Park



1 Sam's version of this mission is significantly different from Eddie's. Instead of gunning her way through the lobby, she must head into the parking garage and find an alternate route.

2 There are several armed guards here, and while being detected is no longer an instant failure, Sam has little chance of surviving once the guard's spot her. Sure, expert sneaks could stealth their way through this level, but where's the fun in that? Sam can murder people too, she just needs a car to do it. So hop into the conveniently parked luxury vehicle of your choice and start vehicularly manslaughtering.

KEY RING

14s



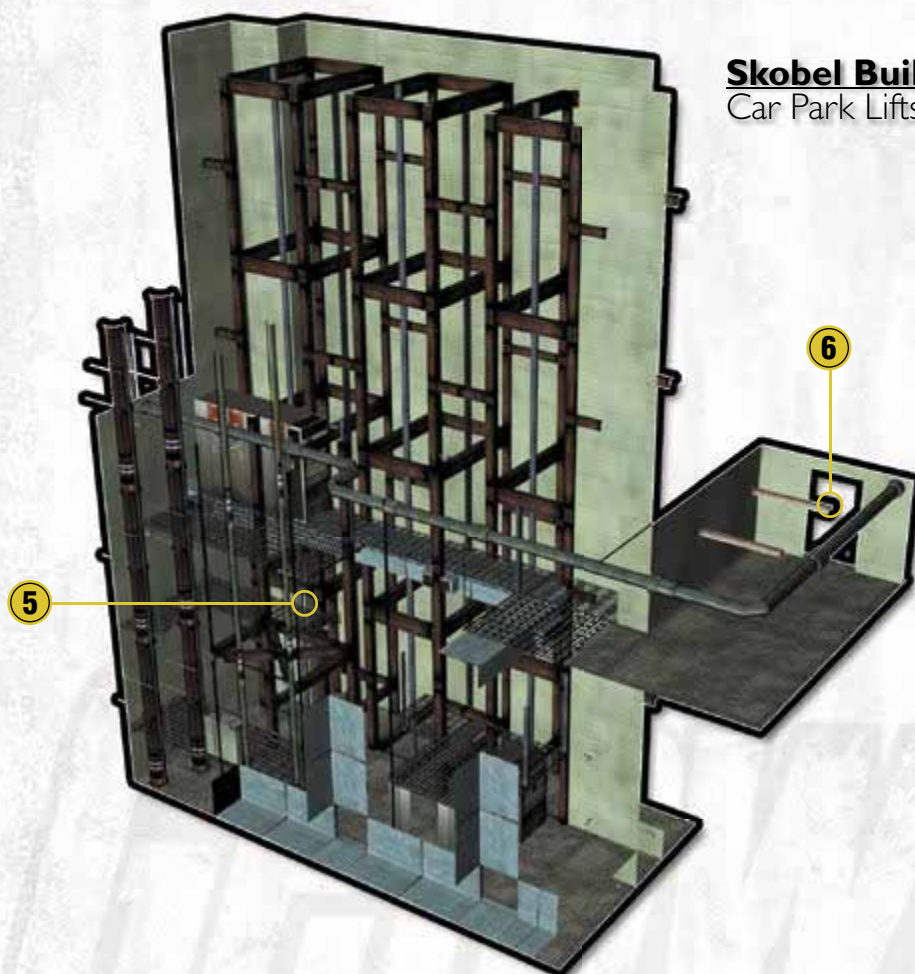
• Unlocks Black Cab: "South of the River"

3 When this floor is cleared of goons, run to the left (from the entrance) and toward the stairway to the lower level. There's nothing going on down there, but a second version of Key Ring #14 is waiting atop the stairwell.

4 Head up the ramp into the guard area (ahead and to the right of the entrance), or jump onto the light fixture there and crawl through the upper maintenance shaft. If you walked, the room you want is the second door on your left. If you took the shaft, it will dump you out in a room across from the room you want. In that room, you'll find a "Maintenance Access" shaft that Sam can crawl into if you crouch with the **X** button and press the **□** button.



Skobel Building Car Park Lifts



5 From the other side of the “Maintenance Access” shaft, head up the small platform, and then turn and go back the other direction to automatically leap onto the first ledge. Sam can leap onto another ledge from there, and then use the **△** button to kick off the wall and leap to the highest ledge.

6 The door beyond that leads to the main lobby. When it looks like the coast is clear, start sneaking and aim

for the stairs. There are a lot of guards here, and avoiding them is difficult. But fortunately, it's no big deal if you're spotted; most of the guards are carrying only billy clubs, so you can just dash up the stairs and into the farthest elevator on the right, where this mission ends.



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03 THE MISSIONS

SAM'S STORY

MISSION INDEX

CHAPTER	LEVEL	PAGE	TITLE
Codes of Honour	15-1	75	Retrieve the Laptop





15-1 THE MISSING LAPTOP

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

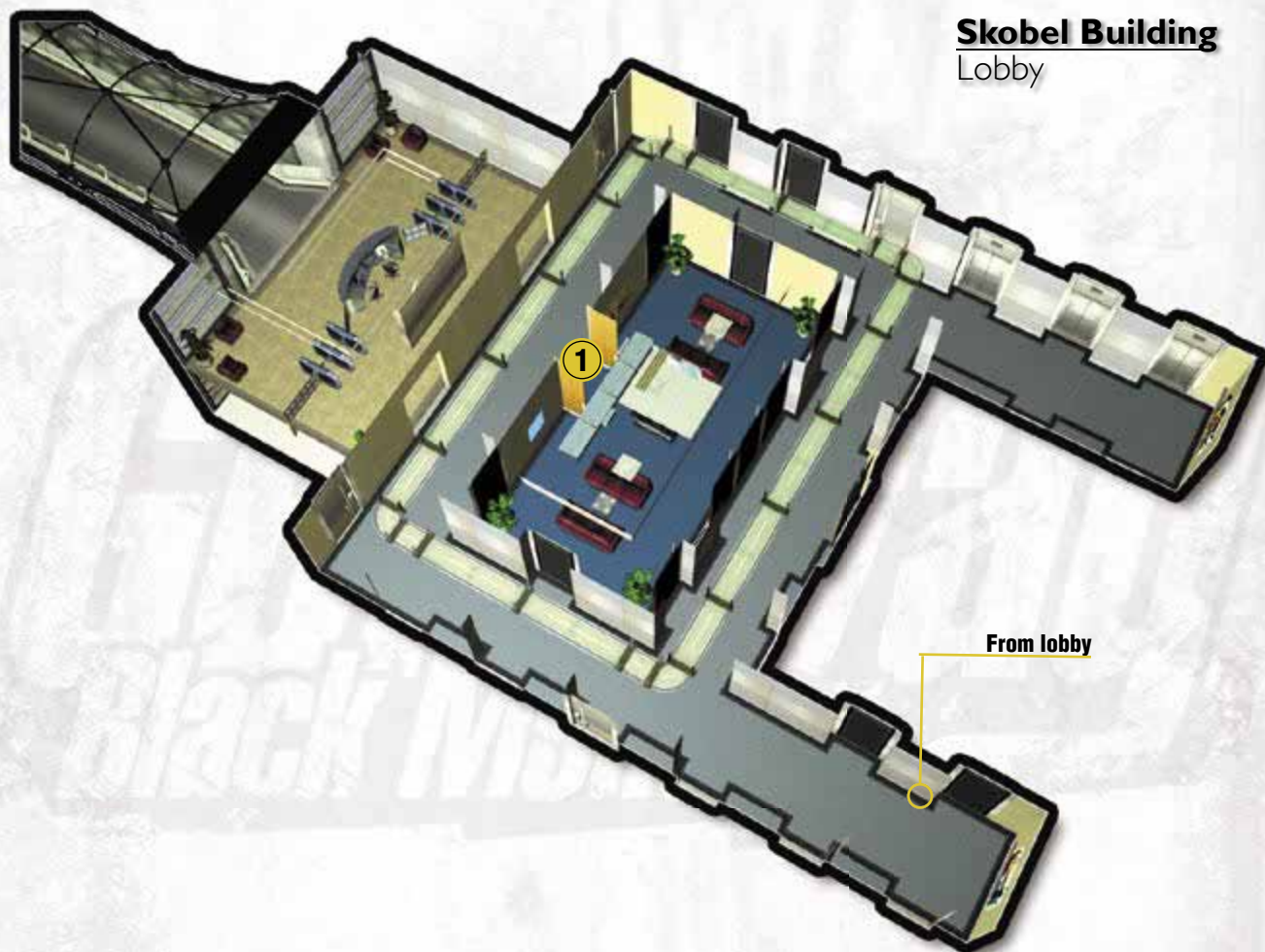
Foot (Action)

OBJECTIVE

Retrieve the laptop

FAILURE CONDITION

• Death of Sam

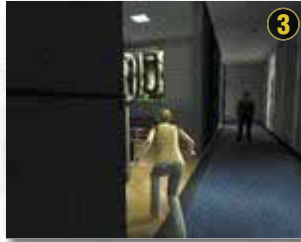


Skobel Building
Lobby

1 Your mission here is to retrieve the laptop, but the guards have beaten you to it. Follow them from a safe distance, and you'll watch them carry it across the bridge into the other building.

Sam won't fail the mission if she's spotted by the guards this time, so all is not lost if you're seen. If that occurs, run into an out-of-the-way corner to wait out the guards, or jump onto a light fixture where they can't reach you. But be aware that being seen may change some of the guards' positions, putting them in places they wouldn't otherwise be (and that may not correspond with the tips listed in this walkthrough).





2 After you cross the bridge, sneak through the hall to the left (although you may want to listen at the edge of the right hallway just to hear the guards' conversation). Before you reach the distant guards, hang a right into a cubicle nest where two of Viktor's cubicle drones are chatting about lesbians. As long as you're in Creep Mode, you can walk right behind them with no fear of detection. Feel free to linger for the conversation's punch line.

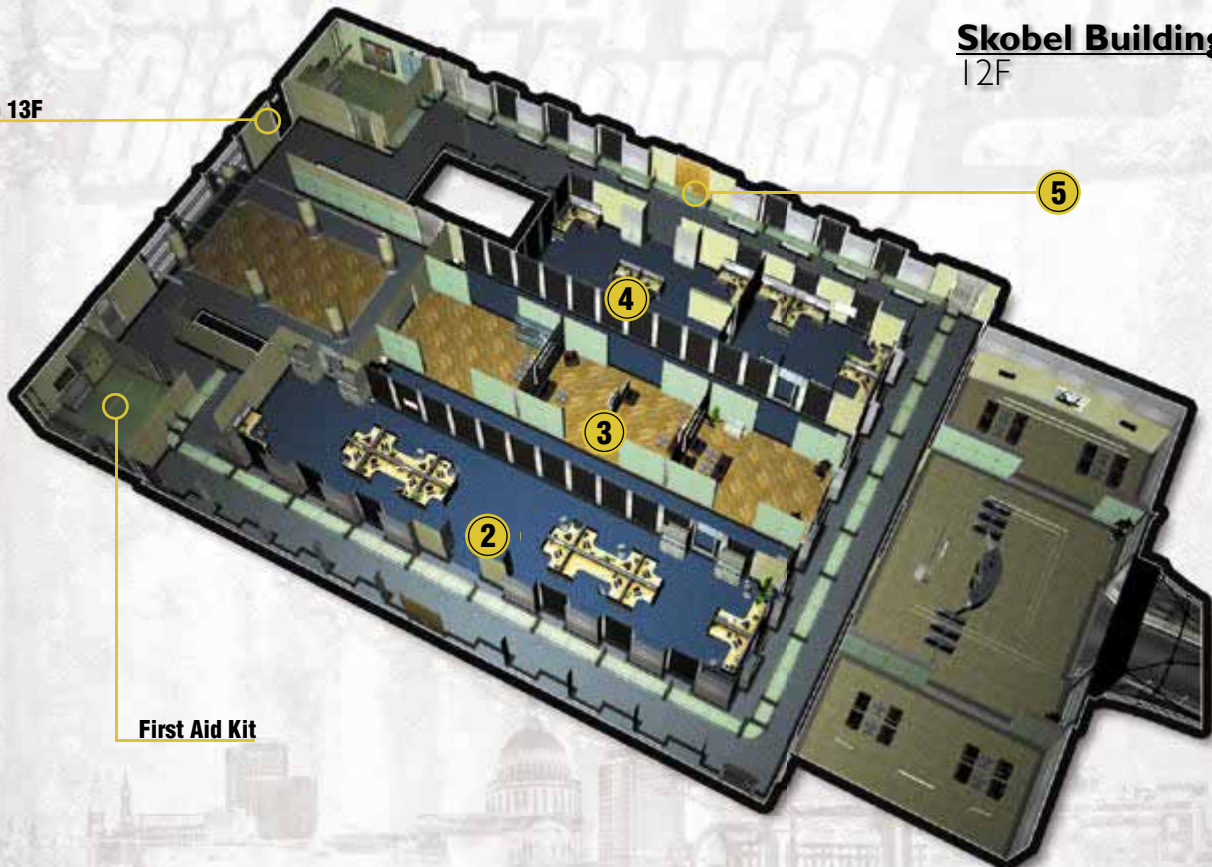
3 After you exit through the glass door on the other side of the cubicles, go straight ahead and through the opening to the lounge on your right. Move quickly, or the guard on the balcony above will spot you.

When you enter the lounge, immediately hang a right. There's one guard in each of the hallways to the left and right, but the guard to the right is facing away from you. Remain in Creep Mode as you approach him, then cut through the second lounge to your left. This will put you behind the left hallway guard, and one more right turn will take you to a glass door on the left where Sam can establish a new continue point.

4 Still in Creep Mode, open the door to the adjoining office, where you'll see a man at a desk and a woman standing beside him, both facing away from you. There's no way to get past them without their noticing, but you can crawl under their desk, as you did to enter the maintenance tunnel in Sam's version of Mission 14. To do so, hit the **X** button at the edge of the desk to crouch, then the **□** button to crawl forward. When you emerge on the other side, the woman will have gone back to her desk, and you can creep into the hallway without being noticed.

5 Use the **△** button to kick off a wall and climb onto the light fixtures. Crawl to the end of the hall, then jump off near the stairway. If there's a guard near the end, time your jump so you land on him, knocking him out and scoring a rare K.O. for Sam. Revert to Creep Mode, slip behind one final guard and up the stairs to the next level.

To 13F



First Aid Kit


Skobel Building
12F

KEY RING

15

• Unlocks Chase: "The Warehouse"

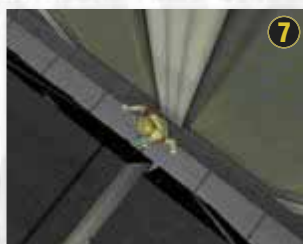
6 As soon as you step off the stairs on the 13th floor, go straight ahead and open the door with the round window to your left. Inside you'll find this level's key ring.

7 Continue down the hallway to your left and into the server room on the right. Sneak past the technicians, and toward the red Freon tanks (or whatever those are) to your right. The only way through this room without being spotted is to hug the wall (with the ) on the far side of the room and squeeze behind the computer banks.

8 Open the glass door on the other side of the server room, and hang a right. Cut through the second lounge (in Creep Mode, so the guards whose backs are turned won't hear you) and through the glass door into a large but empty computer room. In the office at the other end of this area, Sam will catch sight of the guards with the laptop. Follow them from a safe distance, and they'll lead you to an open stairway. (If you lose them, turn right as you leave the office, and open the door at the end of the hall, which leads to the wide outer hallway. Turn left and follow it to an open door.)



Go straight ahead and open the door with the round window to your left. Inside you'll find this level's key ring.



First Aid Kit

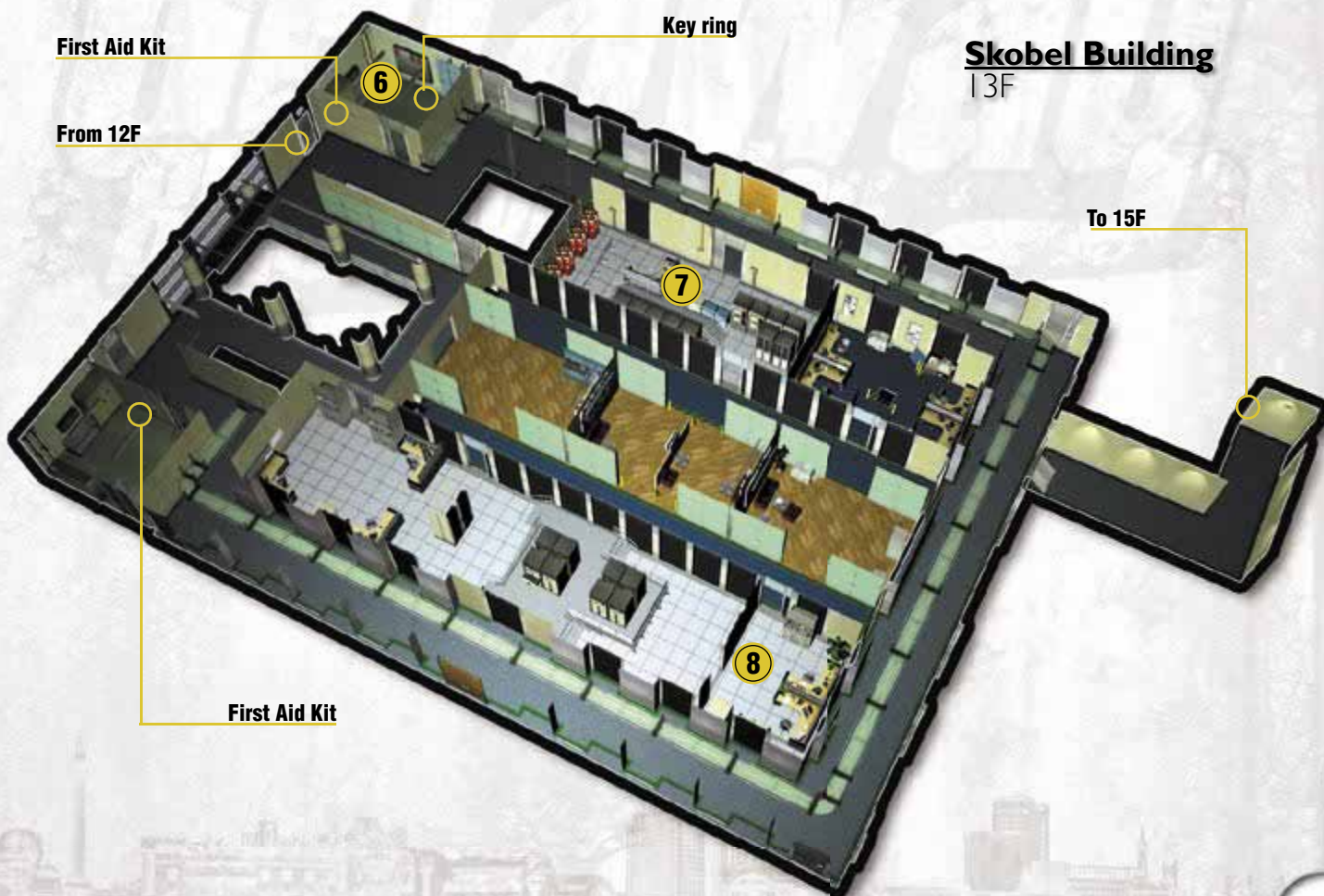
Key ring

Skobel Building
13F

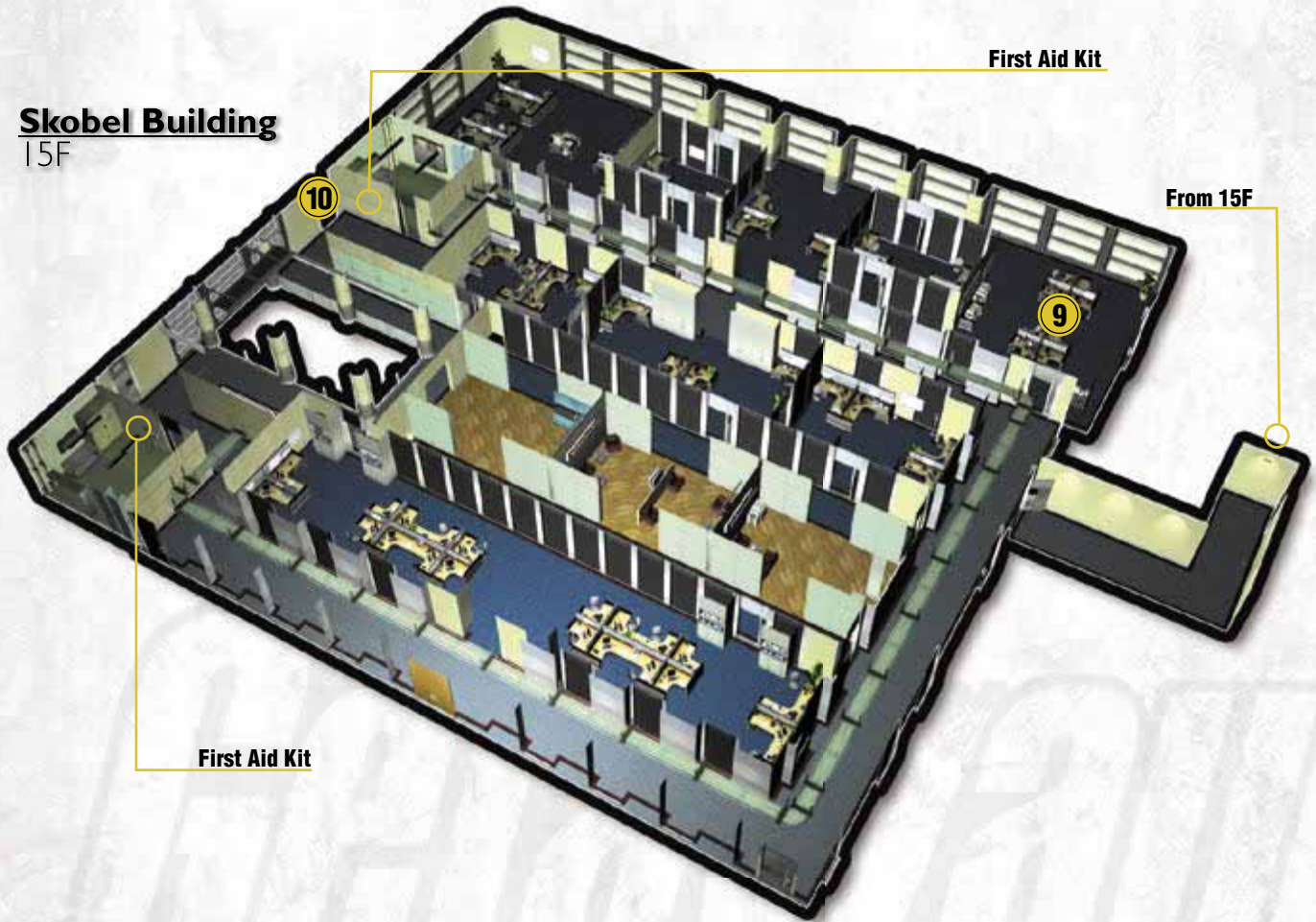
From 12F

To 15F

First Aid Kit



Skobel Building 15F



9 Head up two flights of stairs, where the bastards with the laptop will enter the office block where Eddie caught up with Arthur and John in Chapter 9. You can't follow them directly without attracting the notice of another guard they pass, so you'll need to turn to the right and cut through the office in the middle. You can then follow them out (from a safe distance) without being spotted.

10 They'll lead you all the way to the 20th floor, where you can follow them into the big man's office. How things play out here will vary depending on the decision you made at the beginning of Chapter 13.



You can't leap over the barricade, so instead, pass through the door to your left,



They'll lead you all the way to the 20th floor, where you can follow them into the big man's office.



03 THE MISSIONS

EDDIE'S STORY

MISSION INDEX

CHAPTER	LEVEL	PAGE	TITLE
This Geezer, Hector	16-1	80	To the Film Studio
	16-2	81	Porn, Guns, and Hector
	16-3	83	A Gang War Brewing
Jimmer Collins	17-1	84	To the Print Works
	17-2	85	Find Jimmer Collins
	17-3	87	Follow Yuri Out
Your Man with the Tattoo	18-1	88	On Yuri's Tail
	18-2	89	The Arms Deal
The Vor	19-1	90	Viktor's Getaway
	19-2	91	The Rooftop Chase



16-1 TO THE FILM STUDIO

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Car (Driving)

OBJECTIVE

Get to Hector's Film Studio.

STARTING VEHICLE

SUV (Vauxhall Frontera)
(if you helped Sam)

STARTING POSITION (S)

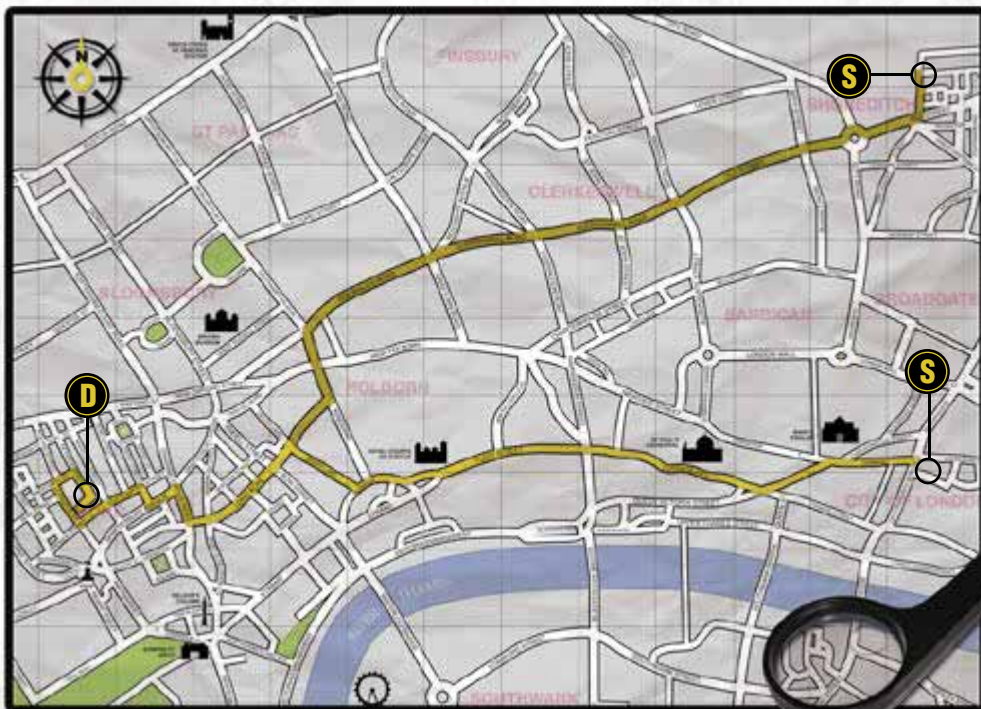
Skobel Building (City of London)
or Danny's Gym (Shoreditch)

DESTINATION (D)

Film Shot (Soho)

FAILURE CONDITIONS

- Death/Arrest of Eddie



LONDON

0 250m 1km 1 MILE = 1.6 KILOMETRES 2km

1 If you chose to help Sam in Chapter 13, you'll begin this mission near the Skobel building with the Frontera, and whatever weapons you had at the end of that level. If you did not help Sam, you'll begin near the Shoreditch Gym, on foot and unarmed except for a pistol in your pocket. In addition to having no resources and a longer drive, those who abandoned Sam will have to fend off the countless purple sports car-driving Yardies who prowl the northern end of London.

2 One interesting thing about this level (and most of the levels to come) is that the enemies you face will change based on the vehicle you drive. So if you steal a motorcycle, for example, most of your enemies will also be on motorcycles. It will also be easier to outrun the cops and take shortcuts through tight alleys. For that reason, I suggest swiping a good bike if you see one (the cops have plenty they'll be willing to part with, after a little persuasion).

3 No matter what you're riding or what direction you're coming from, expect to face a bit of resistance from Russian gangs in SUVs as you near your destination. They're not very fast or maneuverable, so it's easiest to race past them and let the cops handle it.

4 There are two entrances into the film studio. If you're letting your turn signals guide you, they'll send you around the block, through a street fair, and into the studio's main entrance (A). If you let the in-game map guide you, you'll probably end up on the upside-down L-shaped street by the dot on the map, where you'll see an opening to your right. That tunnel leads to a lightly guarded staircase that will take you directly to the studio's first floor (B). This entrance is a bit easier, as it cuts out about one-third of the level, but it will deprive you of a silenced.





16-2 PORN, GUNS, AND HECTOR

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS
16-2

ANALYSIS

MISSION TYPE

Foot (Action)

OBJECTIVE

Find Hector for the lowdown on Jimmer.

FAILURE CONDITION

- Death of Eddie

Film Shoot

Ground Floor



Silencer

Entrance A

1 If you enter from the Entrance A, you'll be right outside a porn storehouse. The first two men have their backs to you, so if you're unarmed you can grab 'em, do a neck pop, and steal their guns. If you're already armed, hide behind the doorway and use manual targeting for some safe and bloody kills.

2 Past the storehouse, kick open the first door on your left. Inside you'll find a silencer and two oblivious porn stars. Use them as silencer-test guinea pigs, or leave 'em to keep on dancing their lives away.



The first two men have their backs to you, so if you're unarmed grab 'em, do a neck pop and steal their guns.

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Kick open the first door on your left. Inside you'll find a silencer and two oblivious porn stars.

The Cast | General Tactics | The Missions | Special Features | Appendices

3 The real action is up the stairs, where a pornocopia of girl-on-girl S&M is being filmed, under the supervision of sharply dressed gangsters. Once again, you should enter this room with a clear shot at their backs, so do some damage before they notice you. Make sure to kill all the porn actors, because even morally challenged Eddie knows that's fat men wearing G-strings is a heinous crime that cannot be tolerated.

The doorway leads out of the building (to the back alley entrance), so continue up the stairs after Hector.

4 Several gunmen prowl the dark hallway past the stairs, so be ready to take them out. Hector is at the end of a second hallway, but don't miss the pair of rooms to your right: a dark room on one end, and a small office on the other (with a gunman in the middle). This level's key ring is on the floor of the office. After you grab it, simply continue down the hall to find Hector.



Film Shoot Second Floor





16-3 A GANG WAR BREWING

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Foot (Action)

OBJECTIVE

Get out of the building alive!

FAILURE CONDITION

• Death of Eddie

1 After your conversation with Hector, feel free to turn right back around and execute him or anyone else who rubbed you the wrong way. Then reload, as a few new enemies have appeared on the route back out.

2 The first possible exit is Entrance B in the floor below, just past the S&M stage. Kick open the door to reveal the back alley stairway, the easiest of the two routes. There's a bicycle waiting at the base of the stairs, but I'd hold out for the motorbike in the street beyond. Once you've secured it, you'll need to drive through a violent street battle to escape.

3 The second possible exit is Entrance A at the ground floor. You'll stumble into a heated firefight in the store-room, so be ready to deal with a half-dozen porn-looting Yardies after you shoot Hector's men in the back. The door beyond will take you into a slightly safer part of the street, but you're further away from the best escape vehicle.



The second possible exit is Entrance A at the ground floor. You'll stumble into heated firefight - so be ready.

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KEY RING

16



• Unlocks Race: "Saloon"

4 Key Ring #16 is located on the top floor of the studio, in the alcove on the right, in the office across from the dark room.





17-1 TO THE PRINT WORKS

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Car (Driving)

OBJECTIVE

Drive to Collins' print works.

STARTING VEHICLE

None

STARTING POSITION (S)

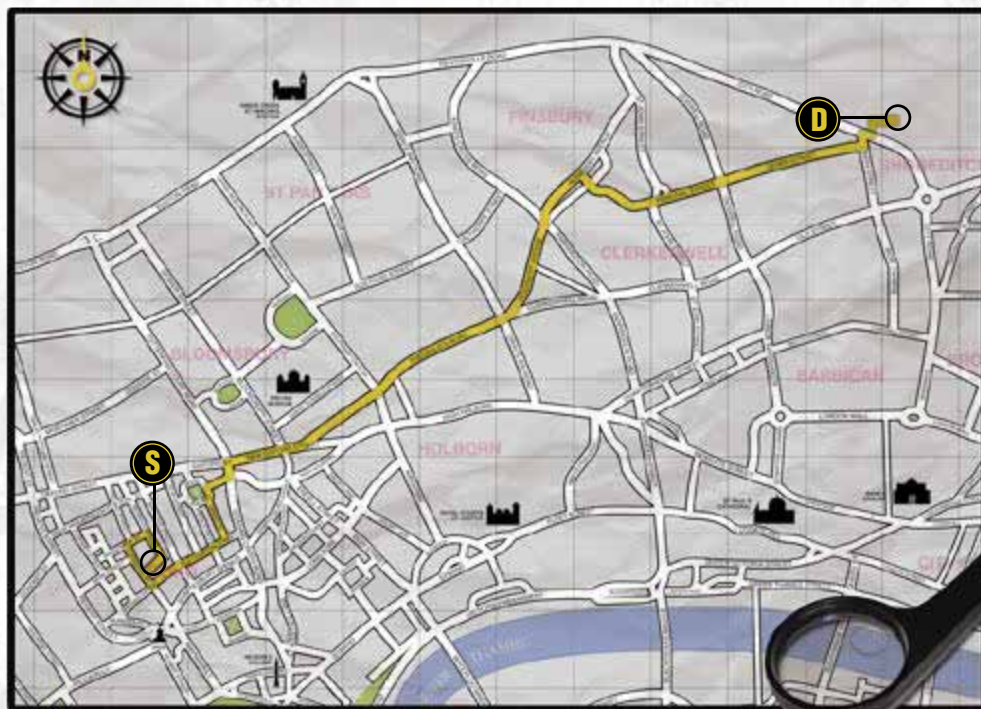
Film Shoot (Soho)

DESTINATION (D)

Print Factory (Shoreditch)

FAILURE CONDITIONS

- Death of Eddie



LONDON

0 250m 1km 1 MILE = 1.6 KILOMETRES 2km

1 Depending on your exit from the porn studio, you'll be at one of two sides of a full-blown gang war. Most of the vehicles here are thrashed, but you'll find a shiny red motorbike at the end of the alley to your right, and if you can run the gauntlet of gunmen (don't engage them, just roll on through), you can grab it. The bike is maneuverable enough to zip around the husks of cars and the barricades left farther down the street. It will also force the gangs to follow you with their own bikes, which are much easier to deal with than their sports cars.

2 There aren't too many gangsters to hassle you here, but that just means you'll have the full attention of the London PD. They're fairly easy to evade on a motorbike; all you need to do is weave close to streetlights and they'll usually crash.



3 The police will get their payback toward the end of the level, though. When you hear the message about "shutting down the area" it means a nail strip is ahead, and if you blast through the red-and-yellow striped object on the road, you'll be running on four flats. Fortunately, the strip only covers the center of the street, and you can dodge it if you're prepared. If it does catch you by surprise, you should be able to find some decent cars parked on the road beyond.

4 Your signals won't lead you astray as you try to locate the print works, but your eyes might have trouble picking out the thin alleyway that leads to the building. Fortunately, Jimmer has left a small brigade of armed men to guide you in. Just aim for the muzzle flares and you can't miss it!

This is the one time a motorcycle is terrible, since any real car can safely mow down Jimmer's welcoming committee and the several gangsters in the alley beyond. If you're riding on two wheels, you may want to switch to four before you reach your destination.



17-2 FIND JIMMER COLLINS

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Foot (Action)

OBJECTIVE

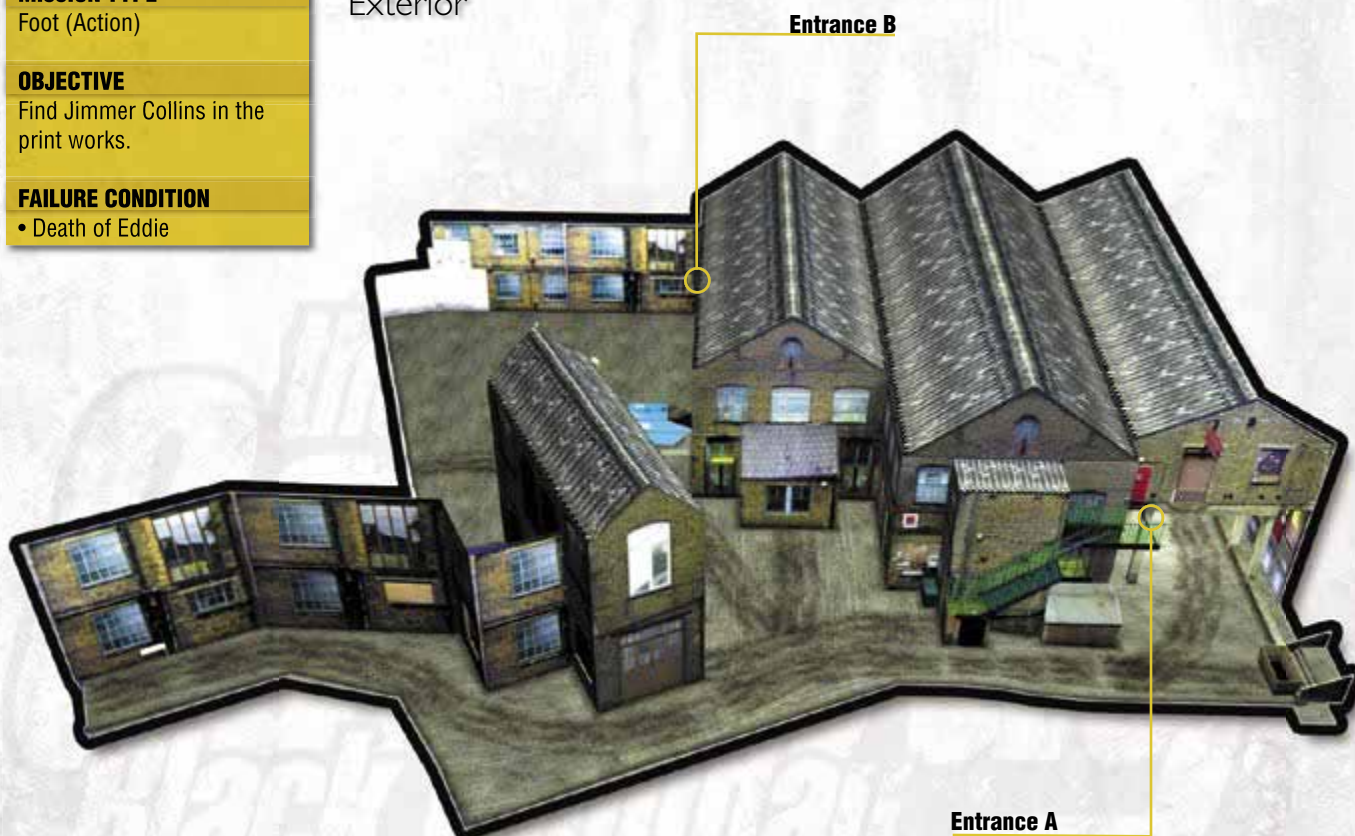
Find Jimmer Collins in the print works.

FAILURE CONDITION

- Death of Eddie

Print Factory

Exterior

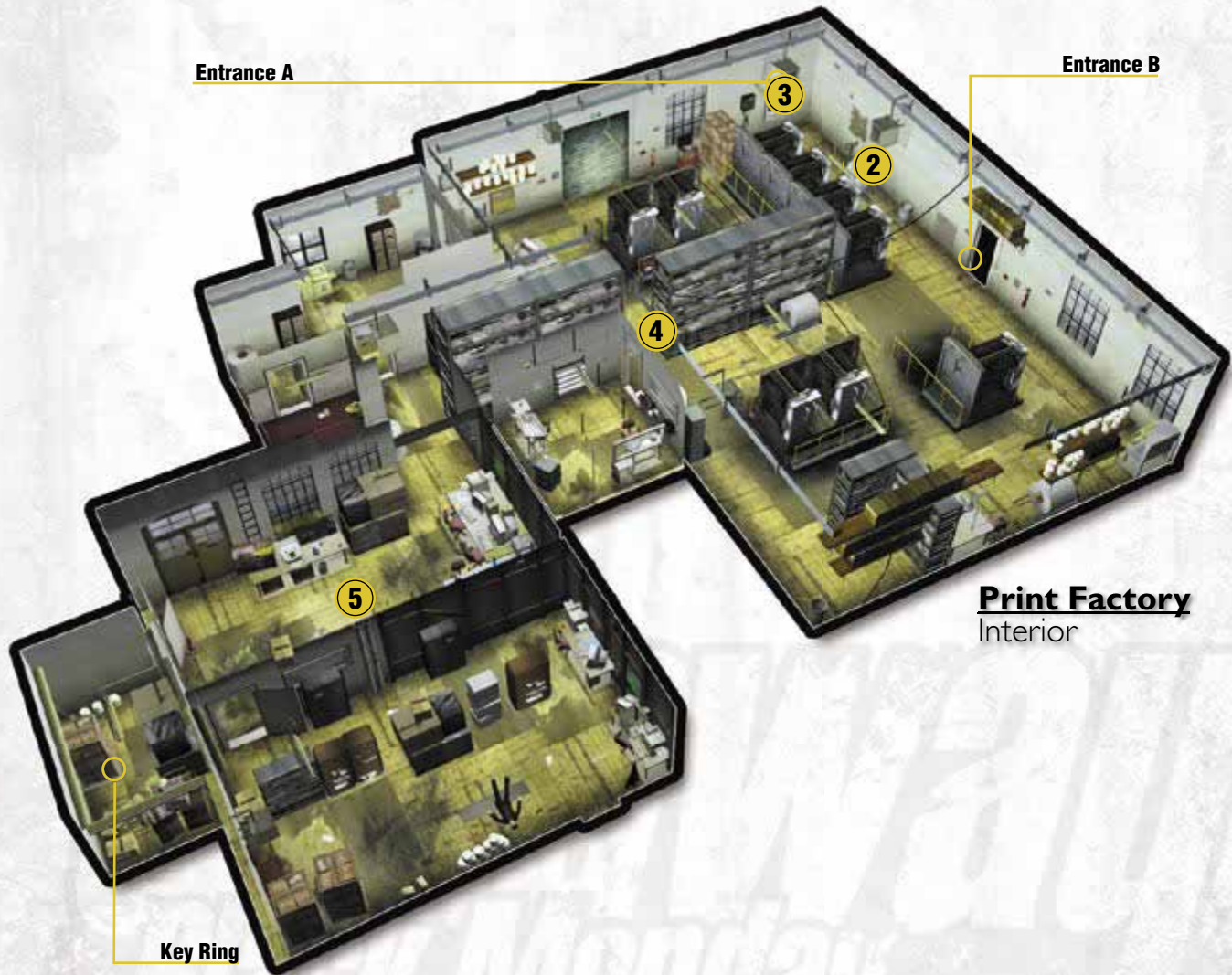


1 There are two ways into the print works, although they both lead to the exact same room, only a few feet apart. If you hang a left at the end of the alley, you'll find more scattered gangsters to run down, and an open window (Entrance A) you can climb through with the **▲** button. If you bear right instead, you'll find a long back alley where Russians are interrogating Jimmer's men (Entrance B). The left path is probably the easiest.




If you bear right instead, you'll find a long back alley where Russians are interrogating Jimmer's men.

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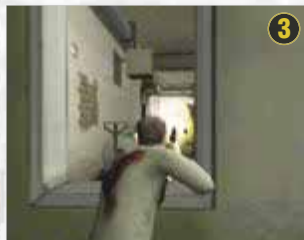


2 There is no way to avoid a massive shoot-out in the printing area, since there's about a dozen enemies here and no safe path through them. Don't go too far into the room; just turn and shoot the first enemy you see, then turn back toward the open window. Two enemies will come through this window as soon as the shooting starts, but you can easily take them as they're hopping through.

3 Grab their weapons and hop back through the window yourself, then crouch below it with the  button and manually target the foes on the other side. By crouching behind the window you have nearly perfect cover and a clear shot at most of the foes in the print works.

4 From the window, head forward and hang a right. After you pass the room with the two cowering civilians, a second wave of enemies will strike. Prepare to turn to your right as soon as you pass the next rack of porn, where three punks with potentially lethal shotguns are waiting. Blast them with a shotgun of your own, then turn around to snuff a pair of assault rifles shooters from the opposite side.

5 When the coast is clear, hang a left and recover the assault rifles from the men who ambushed you there. After another left turn and a few more slain henchmen, Eddie will automatically enter the office where Jimmer Collins is hiding.





17-3 FOLLOW YURI OUT

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Foot (Action)

OBJECTIVE

Get out of the print works before Yuri drives away.

FAILURE CONDITION

• Death of Eddie

KEY RING

17



• Unlocks Race: "Gang Race"

1 Your objective now is to follow Yuri, but there's no time limit, so you can afford to do a bit of exploring. After the intermission ends, leave Jimmer's office and examine the supply room immediately to the left, where you'll find this level's key ring.

2 More enemies will appear on your way out, but if you proceed slowly and carefully monitor your surroundings, you can take most of them by surprise. You can head out either exit, but expect to see enemies in both directions. The next level will begin automatically once you're clear of the print works.





18-1 ON YURI'S TAIL

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Car (Driving)

Foot (Action)

OBJECTIVE

Follow Yuri to find Danny's killer

STARTING VEHICLE

None

STARTING POSITION (S)

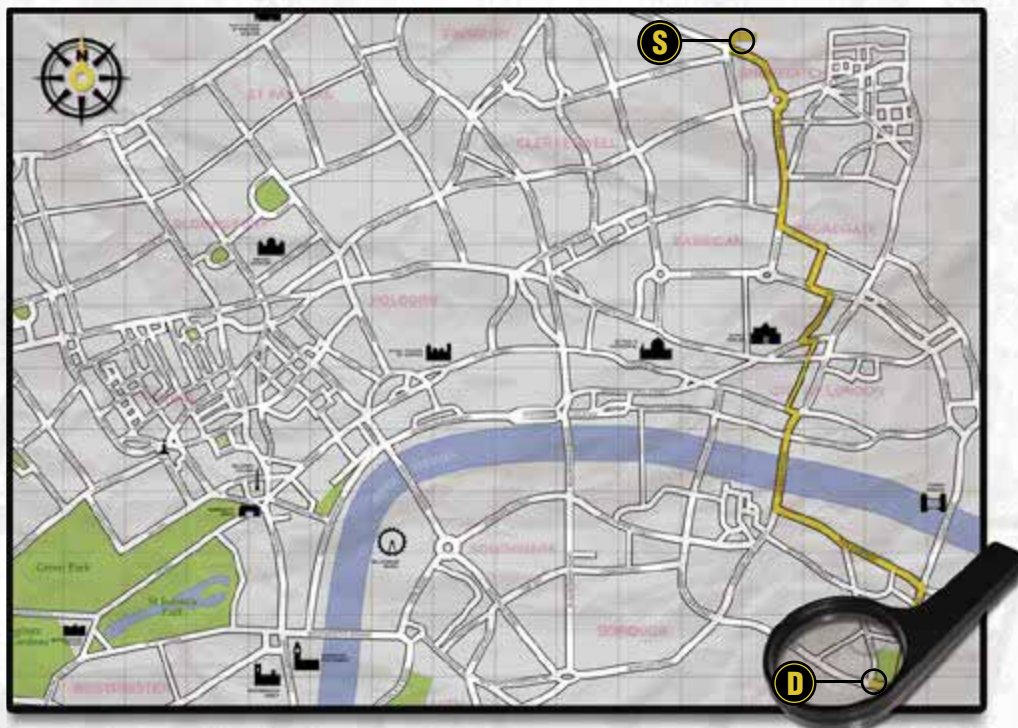
Print Works (Shoreditch)

DESTINATION (D)

Arms Deal (near Hyde Park)

FAILURE CONDITIONS

- Death of Eddie
- Be detected by Yuri
- Lose sight of Yuri's car



LONDON

0 250m 1km 1 MILE = 1.6 KILOMETRES 2km

1 There are a couple of vehicles to choose from outside the print works, but the best is the motorcycle at the junction of the two exits. Hop on and prepare to follow when Yuri's green sports car drives by.

2 After a few slow blocks, Yuri kicks it into high gear and begins blasting through the streets with far more aggression than Levi did. In a bike, it's easy to catch up by driving on the sidewalk, so do this whenever you need to. There are no police or gangs on this level, so losing him is the only real threat.

3 After leading you through a shopping plaza, Yuri will stop the car at a nondescript door, and head inside. You'll have to follow on foot, and cannot do anything (like fire a gun) to make him aware of your presence.

4 An enemy will come out of the second doorway and sound the alarm if he sees you, so duck into the first, and wait for him to wander into grappling range. Kill him with your bare hands, then try to catch up with Yuri.

5 The fourth doorway you pass will tempt you with a massive arsenal of weapons, but none of them will do you any good here, where you don't dare fire a shot. Don't waste time, and keep moving.

6 After you follow Yuri through a series of crates and up the stairs, hide behind the Skobel van and watch Yuri as he changes cars. When his car pulls out, run out toward the road and hop into the yellow sports car that he opted not to take.

7 Yuri took a somewhat convoluted route in the first part of this level, but now he's driving long distances down straight, wide roads. That means you'll need to keep your pedal to the metal to keep up with him, and you can't afford to slow down to pass. Use sidewalks, opposing lanes, or whatever else it takes to match his pace!

8 Yuri's ultimate destination is a warehouse just past the park in the southeast corner of the map. Follow him in without fear of being detected; the mission ends as soon as you pass through the gates.



18-2 THE ARMS DEAL

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS
18-2

ANALYSIS

MISSION TYPE

Foot (Action)

OBJECTIVE

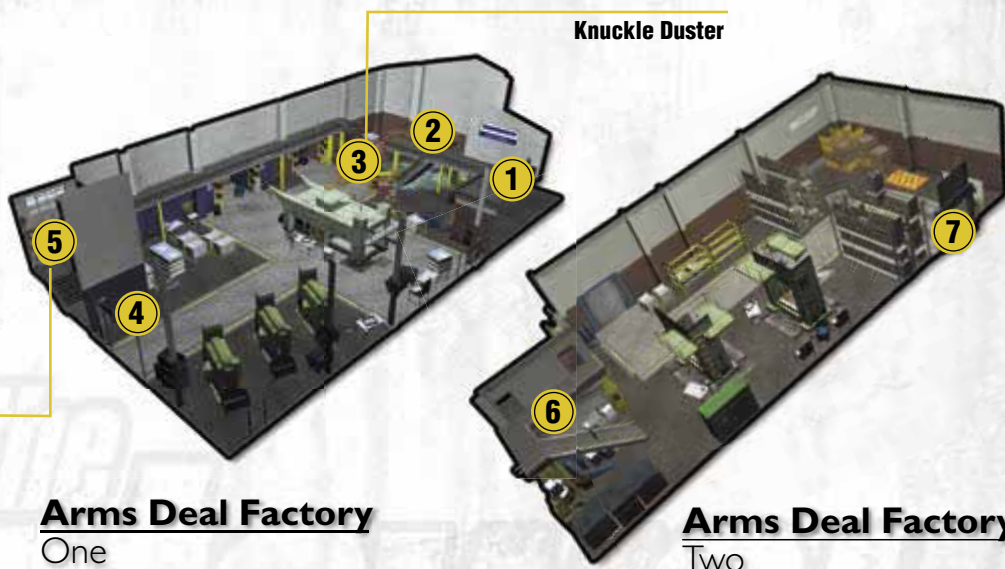
Defeat Yuri and follow Viktor..

FAILURE CONDITION

• Death of Mitch

Key Ring

Knuckle Duster



Arms Deal Factory One

Arms Deal Factory Two

1 The intermission ends with Eddie trapped in hand-to-hand combat with Yuri. He's a biggun, but you're a trained boxer, so nail him with your best flurry of punches. Grappling is generally ineffective, so stick with attacks, and feel free to run away (instead of waiting for him to get up) after his first fall.

4 Neither cops nor Yardies are any friends of yours, but they seem to be pretty happy shooting each other. As you make your way across the factory floor, take every opportunity to hit an enemy in the back while they're otherwise engaged. Don't worry about killing every last guy, just try to blaze a trail to the open exit door at the end.

SPECIAL: Storyline Split

2 After you knock down Yuri, you'll see Jackie Phillips dangling from the end of a dislocated balcony segment. If you care about saving her, get as close as you can (basically, to the edge of the segment), and you'll pull her up automatically. You need to do this fairly quickly, so you won't have much of a chance to save her if you're going seven rounds with Yuri.

This is the game's second Story Split, so it does matter whether or not you get there in time. There are now four possible storyline paths you can be on: Help Sam/Save Jackie, Help Sam/Let Jackie Die, Abandon Sam/Save Jackie, or Abandon Sam/Let Jackie Die.

3 It's cops versus Yardies in a bloody fracas on the ground floor, but you're unarmed and probably wounded. Run down the stairs and roll or dash straight across to the bank of crates where a single Yardie will probably be firing at you. Pummel him senseless, then recover his machine pistol and a knuckle duster in his alcove. From there, manually target anyone you can, and then rest up if necessary (but be prepared for foes who may come from behind).

KEY RING

18



• Unlocks Race: "Utility"

5 That exit leads to a stairway, which ultimately leads to a small lounge that connects to a second warehouse. There are lots of detours and dead ends, but the key is hiding in plain sight, just to the right of the doorway as you enter the lounge.

6 Be ready to turn to your left and blow away a punk with a crowbar once you enter the second warehouse. Then do some easy sniping from the balcony, but keep an eye on the stairs, lest an enemy flank you.

7 Your destination is the open garage door at the far end of the warehouse. There are many more guards on the way, but a pair of machine pistols will tear through them if you auto-target as you walk. When you make it outside, the next level will begin.



19-1 VIKTOR'S GETAWAY

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Car (Driving)
Foot (Action)

OBJECTIVE

Keep the van in sight, but beware of police and Russians.

STARTING VEHICLE

None

STARTING POSITION (S)

Arms Deal Factory (Borough)

DESTINATION (D)

Viktor's Penthouse
(near Hyde Park)

FAILURE CONDITIONS

- Death/Arrest of Eddie
- Lose Viktor's van



Arms Deal
Exterior



LONDON

0 250m 1km 1 MILE = 1.6 KILOMETRES 2km

1 When you clear Viktor's factory, you'll find that the battle between the Cossacks and the Filth continues to rage outside. The catwalks to your left will put you in an ideal position to snipe at both factions, and more importantly, they'll give you a shot at hitting the gunmen in the back of Viktor's truck. Stop at the end of the blue and white colored boards (jumping any farther will set the van in motion) and take out those distant white specks with manual shots. If you don't kill them now, they'll torment you throughout the mission.

2 There's a wide variety of pricey cars to choose from here. A motorbike is waiting at the bottom of the stairs, and a pair of sports cars has been parked across the way. The motorbike is nice, since as usual, it will limit the opposition to gangsters who can be easily shot off their own motorbikes. The biggest danger from the bike is breaking your neck on the oh-so-tempting ramp that's been set up near the factory's exit.

3 If you prefer the security of four wheels, it's better to skip the fancy cars and nick one of the police vans at the entrance. Unlike other following missions, keeping up with Viktor's sluggish truck isn't the challenge; surviving the cops and gangs is. Those police vans are built like tanks, and can survive both heavy gunfire and several good rammings.



4 The truck moves slowly, so it's hard to lose Viktor here, even if you get in many collisions along the way. There's no penalty for being seen by him, but if the gunmen in the back are alive, they'll give you plenty of incentive not to stay too close. As long as you can see the truck in the distance from time to time, you're doing fine.

5 If you fall behind, you can catch up easily at Hyde Park, where the wide-open express lanes (also known as "sidewalks") are free of traffic, and the police and gangs seem to be reluctant to pursue you.



19-2 THE ROOFTOP CHASE

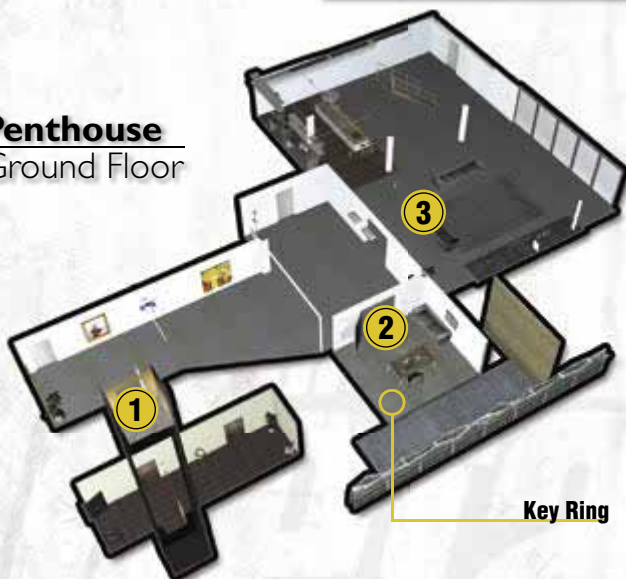
SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS
14/200000

ANALYSIS

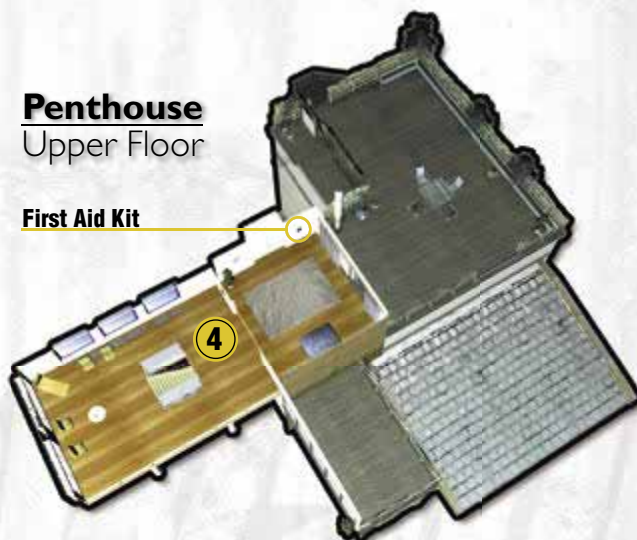
MISSION TYPE	OBJECTIVE	FAILURE CONDITION
Foot (Action)	Chase Viktor and Nadya. Stop them before they escape.	• Death of Eddie

Penthouse Ground Floor



Penthouse Upper Floor

First Aid Kit



1 If you have to continue on this mission, you'll begin in Viktor's penthouse elevators. But even if you're fully toolled-up, there's no point rushing barehanded into the line of fire. Instead, wait in the elevator until the moron with the two pistols gets impatient and rushes you. Break his neck, collect his guns, and take cover in the doorway. You can do a lot of damage from that elevator!

KEY RING

19

• **Unlocks Race:** "Super Cars"



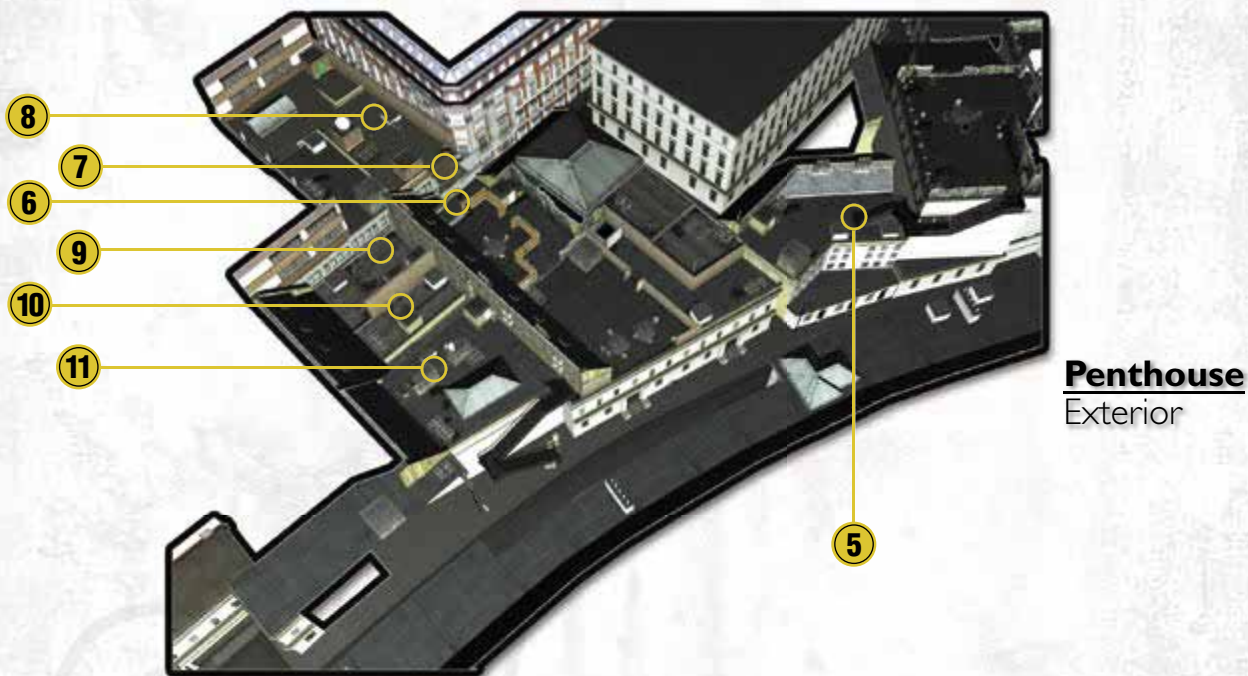
2 When the coast is clear, wade out into the penthouse area, but beware of shooters coming from the living room or the office to your right. When the coast is clear, seek cover against the doorway to that office, and get ready to fire. There's only a single enemy in the room, but he's taken some floozy hostage. Eddie could care less about her, but the human shield will give him time to take several shots at you if you can't kill him with a head shot. If you want, kill her afterward for needlessly complicating your life, then scoop up the key ring in the corner.

3 You'll need to fire from many different positions to clear the living room. It's vital to take out the shooters on the second floor, or they'll nail you while you're helplessly climbing the stairs. If you can't hit them from the doorway, roll to the couch and fire from behind there.



4 Even if you diligently cleared the upper floor, you'll find yourself under heavy fire from the adjacent bedroom when you climb up there. Don't worry if you take a few hits fighting back (there is almost no good cover here), since there's first-aid kit on the wall across from the bed.





5 Clear out the patio, then jump over the railing to a fire escape. You'll see distant foes seeking cover to await your arrival, but don't waste ammo trying to hit them from here, since it is impossible. Instead, proceed stealthily down the stairs and hit the guy at the bottom of the stairs in the back. He's the only bad guy on this roof, so don't bother with cover, and instead, shoot at the series of gunmen as they jump from the adjacent roof, eliminating them before they can find cover and start returning fire.

6 After making a few more jumps and crashing a few more patio parties, you'll finally establish a continue point when you step over the railing at point 6. The bad news is that if you have to use it, you'll continue with nothing more than a single Glock. This makes timing crucial; hide behind the wrought iron fence (which is completely



bulletproof, believe it or not) and wait for your foes to jump across to your building. Shoot them as they're pulling themselves up and then jump across.

7 From the wooden bridge, shoot the guy to your left, then take a manual shot at the little speck of black in front of the green door across the roof. It's a bad guy's head, and as long as you know where to shoot, you can kill him before he even shows himself.

8 Lots more sneaky little guys on this rooftop. Seek cover behind the nearest brick wall and peek around to hit a guy to your left. Two threats will materialize after you pass the first green door; one hiding behind the green-



Don't worry if you take a few hits fighting back since there's first-aid kit on the wall across from the bed.





As soon as you land, turn to your right to snuff the guy who pops out behind you.

house-esque glass structure, and one to your left, hiding behind the green-topped white block. Use manual targeting to blow his head off before he can find his way around the block.

9 Oftentimes Nadya will take a shot at you from the next building, but don't try to hit her back; this isn't the place. Instead, take out the couple of thugs who try to pursue you from that direction, then jump across. As soon as you land, turn to your right to snuff the guy who pops out behind you. He's a tricky bastard.

10 Hide behind the yellow brick wall (do *not* seek cover behind the air conditioning vents) and shoot two distant enemies from there. If Nadya pops out at this point, ignore her for now. Instead, move forward to the yellow shed past the air conditioners, seek cover there, and shoot the two enemies to the left. That should leave only Nadya.

Vors, Bints, Guffs, and Eddie's Tits

Translating the Getaway, **Part V**

VOR: What is a Vor, anyway? This one's actually Russian mob slang, for any thief or gangster. It's the "thief" in "thief of law."

BLINT: I always assumed this one was dirtier than it turned out to be. Eddie's derogatory name for the Russian hostages is rude, but has neutral origins: it means "girl" or "daughter" in Arabic.

GUFF: A guff is a fart, or a verb for farting. But when Eddie says "Jimmer funds this other guff he's got," it means something closer to "crap" or "garbage."

GET ON ONE'S TITS: "Getting on your tits" is roughly synonymous with "getting on your nerves." What's weird it is that men can say it too, forcing us unsuspecting American *Getaway* players to visualize Eddie's hairy man-boobs.



11 Nadya looks like a normal woman, but apparently she's some sort of crazy cyborg, because it'll take several full uzi clips in the face before she dies. If anyone else on her roof is alive, make them the priority target, and only focus on her when you're alone. As for fighting her, all I can say is maintain tight cover, target her manually, and keep an eye on your health; you may need to rest up in the middle of the fight to survive.





03 THE MISSIONS

SAM'S STORY

MISSION INDEX

CHAPTER	LEVEL	PAGE	TITLE
Paying Favours	20-1	95	Sam's Escape





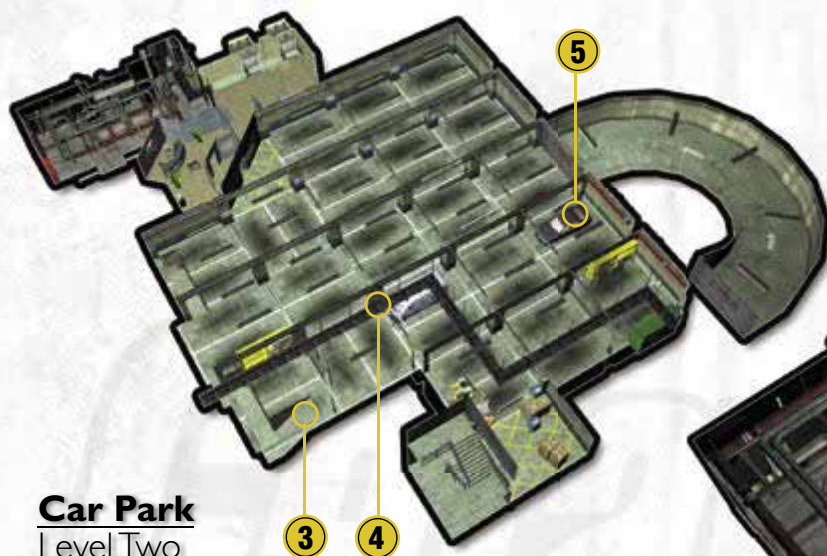
20-1 SAM'S ESCAPE

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

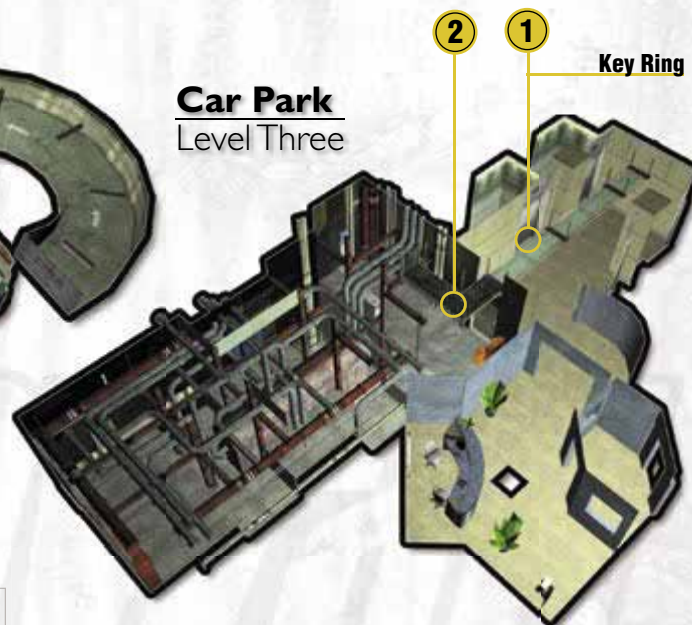
CHAPTER PROGRESS

ANALYSIS

MISSION TYPE	OBJECTIVE	FAILURE CONDITIONS
Foot (Action)	Keeping your head down, follow Alexei out of the building.	<ul style="list-style-type: none"> Death of Sam Seen by Alexei



Car Park
Level Two



Car Park
Level Three

SPECIAL NOTE To Player

This chapter ONLY occurs if you chose to help Sam way back in Chapter 13. Players who abandoned her will jump straight from Chapter 19 to Chapter 21; there is no alternate version of this chapter.

KEY RING

20



• Unlocks Race: "Hyde and Seek"

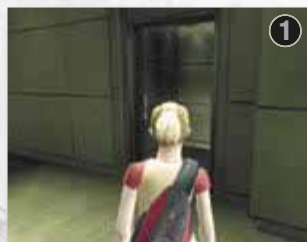
1 Keys don't get much easier than this. It's in the elevator next to the one Sam came down in!

2 You can't follow Alexei into the garage through the direct route. You'll need to hop up onto the light fixture and crawl through the duct it leads to. That leads to an elevator shaft where you'll find a second duct after a few easy jumps. That duct leads to a third, and you'll end up in the lower floor of the parking garage.

3 Kick into Creep Mode on the stairway, because the guards can see and hear you through the chain link fence if you get an unlucky break. When the coast seems clear, kick off the board to the left of the stairs and leap onto the light fixture.

4 If you crawl to the end of the fixture, you'll see a purple luxury sedan across the lot. It is extremely difficult to see where the guards are positioned from up here, but they're hiding just out of sight, so it is very dangerous to jump from this side of the fixture. Instead, jump down between the wrecked Skobel van and the chain-linked area, and make sure you jump to the right (away from Alexei).

5 Hide behind the van while you make sure the coast is clear, then creep toward the sedan. As soon as you near it, this very short chapter will end.



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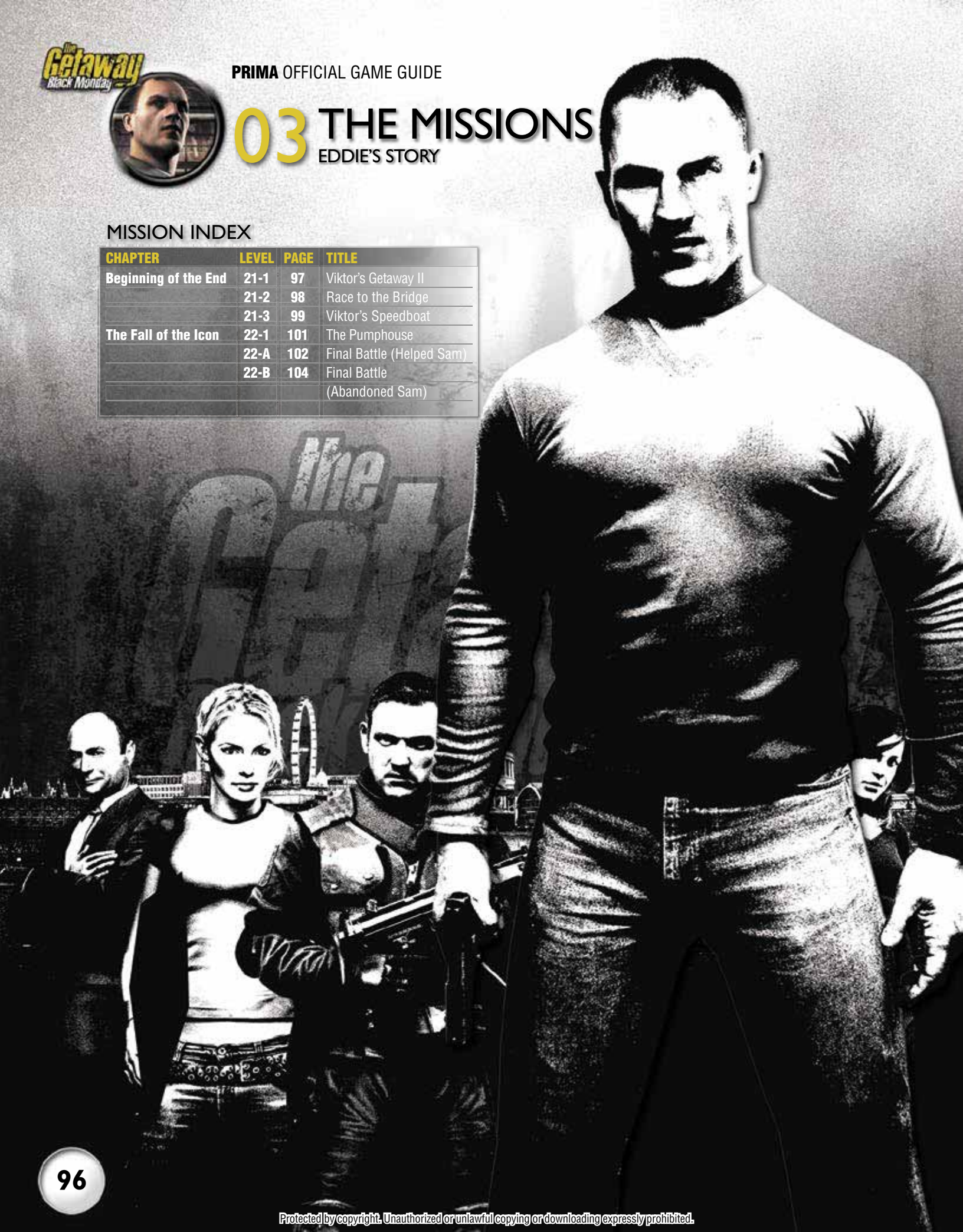


03 THE MISSIONS

EDDIE'S STORY

MISSION INDEX

CHAPTER	LEVEL	PAGE	TITLE
Beginning of the End	21-1	97	Viktor's Getaway II
	21-2	98	Race to the Bridge
	21-3	99	Viktor's Speedboat
The Fall of the Icon	22-1	101	The Pumphouse
	22-A	102	Final Battle (Helped Sam)
	22-B	104	Final Battle
			(Abandoned Sam)





21-1 VIKTOR'S GETAWAY II

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Car (Driving)

OBJECTIVE

Pursue Viktor's convoy to the Embankment.

STARTING VEHICLE

None

STARTING POSITION (S)

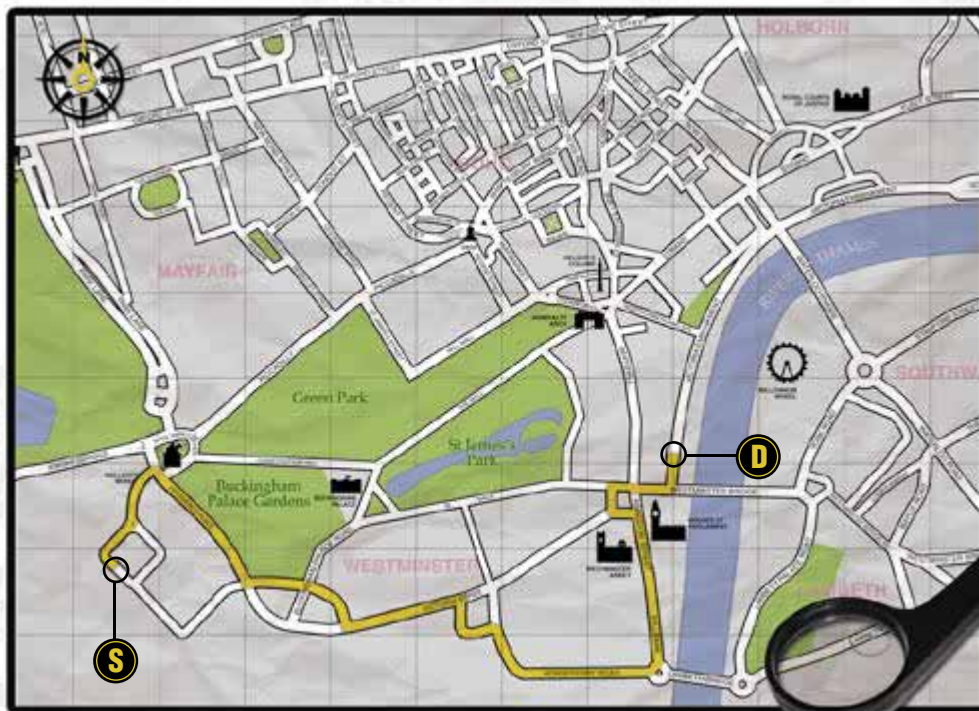
Viktor's Penthouse
(near Hyde Park)

DESTINATION (D)

Viktor's Boat (River Thames)

FAILURE CONDITIONS

- Death/Arrest of Eddie
- Lose Viktor's convoy



LONDON

0 250m 1km 1 MILE = 1.6 KILOMETRES 2km

1 Talk about a good vehicle selection! There's a small fortune worth of sports cars and motorcycles parked here, and if none of them suit you, there are several more parked on the first few streets. If you opt for a bike, accelerate to full speed immediately, or you'll be blown away by Viktor's on-foot gunmen before you can even make it through the gate. (Car drivers can simply run them down.)

2 Simply beating this mission is quite easy. The only real danger is that you might have a serious collision with one of the civilian cars that the convoy sends careening out of its way and lose Viktor in the aftermath. But if you keep a safe distance from the convoy, you'll be able to dodge them without losing Viktor.

3 If you want to take a more active approach, you can try to run the entire convoy off the road, one-by-one. You're given a lot of ammo here, so try running up to the convoy and shooting at all the drivers on your way to Viktor's car. You can wipe out most of his convoy, but you can't quite run him off the road. It's fun to try, though.



If you want to take a more active approach, you can try to run the entire convoy off the road, one-by-one.



21-2 RACE TO THE BRIDGE

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

Car (Driving)

OBJECTIVE

Race to Blackfriars Bridge in time to catch the boat.

STARTING VEHICLE

None

STARTING POSITION (S)

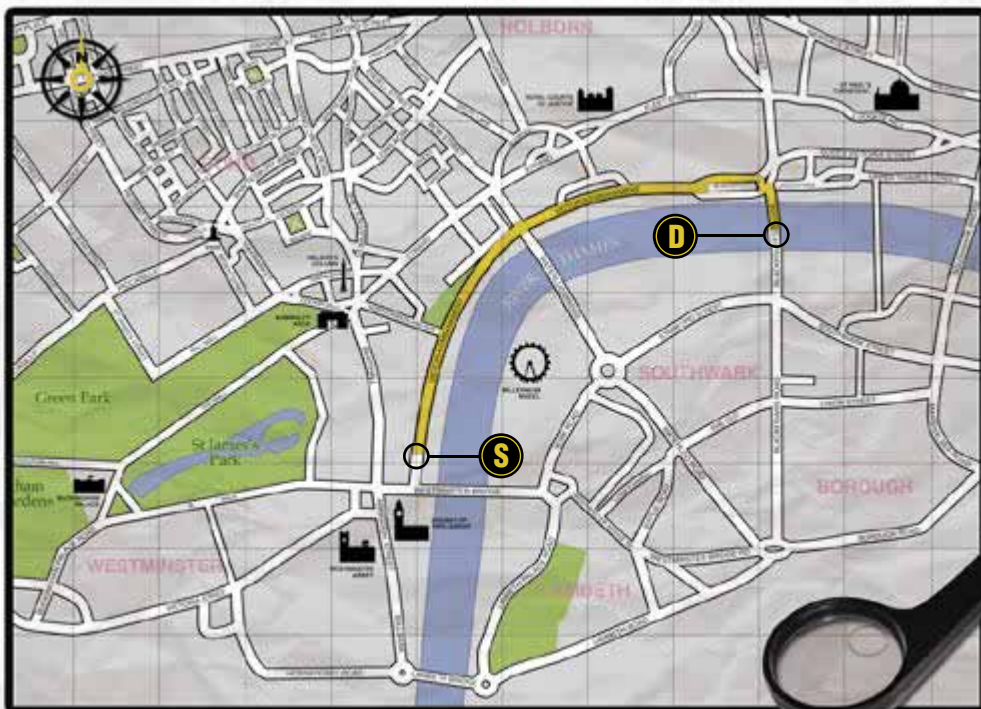
Viktor's Boat (River Thames)

DESTINATION (D)

Blackfriars Bridge (River Thames)

FAILURE CONDITIONS

- Death/Arrest of Eddie
- Run out of Time



LONDON

0 250m 1km 1 MILE = 1.6 KILOMETRES 2km

1 There's only one vehicle to consider here, and that's the yellow motorcycle parked by Viktor's smoldering sedan. It's fast enough to make it within the strict time limit, and thin enough to slip through the police barricades. Just be careful not to crash, or you'll lose a ton of time getting up and finding your bike again.

2 The police will establish several barricades, but you can always slip by them by driving on the sidewalk (you won't crash on the pylons) or the center divider. In fact, to breeze through this mission you can just stay on the sidewalk the entire time.



The police will establish several barricades, but you can always slip by them by driving on the sidewalk.



21-3 VIKTOR'S SPEEDBOAT

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE	OBJECTIVE	FAILURE CONDITION
Foot (Action)	Pursue Viktor throughout his speedboat.	<ul style="list-style-type: none"> • Death of Eddie • Run out of Time



Speedboat Deck



Speedboat Interior

1 Eddie always begins this mission barehanded, so dust off your punching and grappling skills and prepare to brawl your way through. There is a time limit on this mission, so use the quickest, dirtiest tactics you can. The quickest way to dispose of the first guy is by grappling him with the **Ⓢ** button and pressing to the left and the **Ⓢ** button to toss him overboard.

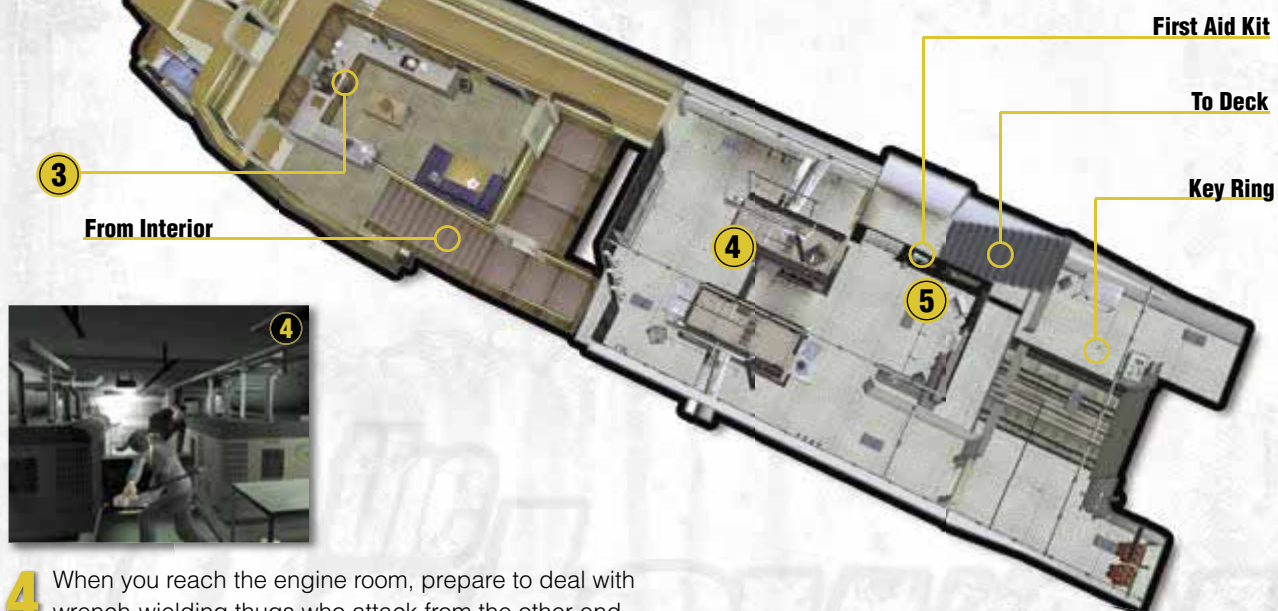
2 The first guy to attack you here is packing a walking stick, which is one of the best melee weapons. Grapple him to relieve him off it, then pick it up and start busting heads. A thug behind the bar has a shotgun, and if you can kill him so it lands in a reachable area, you can grab it for yourself. Don't get too cocky, though—it's low on ammo, and you'll need to reload after every other shot.

3 Whenever you turn a corner, fire or swing immediately to hit whoever's waiting. A thug in the kitchenette has a handgun (the crappy Russian REX model), which is something you definitely want to snatch. Grapple him to make him drop it (if you smack him with a melee weapon, it could go flying god-knows-where), then pick it up and put it in your pocket with the **F3** button and pick up the stick again. You want to save your ammo, and a gun isn't much good in these tight quarters anyway.



Whenever you turn a corner, fire or swing immediately to hit whoever's waiting.

Speedboat Below Deck



4 When you reach the engine room, prepare to deal with wrench-wielding thugs who attack from the other end of the room. There's a panel between the engines that enemies need to hop over to reach you, and if you're quick, you can position yourself right in front of it and play thug baseball, smashing each one as he jumps over it.

KEY RING

21



• **Unlocks Race:** "Bonus"

5 After you hop over the panel yourself, you'll see a first-aid kit on the wall to your left, beside the stairway to the upper decks. If you can spare the time, first duck into the doorway on the right, which leads to a small room with a group of fuel tanks and this chapter's key ring.



6 Alexei is waiting with a few henchmen on the upper deck. If you have the pistol, kill his men from the stairway with headshots before they can react to your presence. You can't kill Alexei this way, but it works on the others. Replace your gun with a melee weapon to fight Alexei; bullets don't seem to kill him, and it's more satisfying to brain him with a wrench anyway.





22-1 THE PUMPHOUSE

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

CHAPTER PROGRESS

ANALYSIS

MISSION TYPE

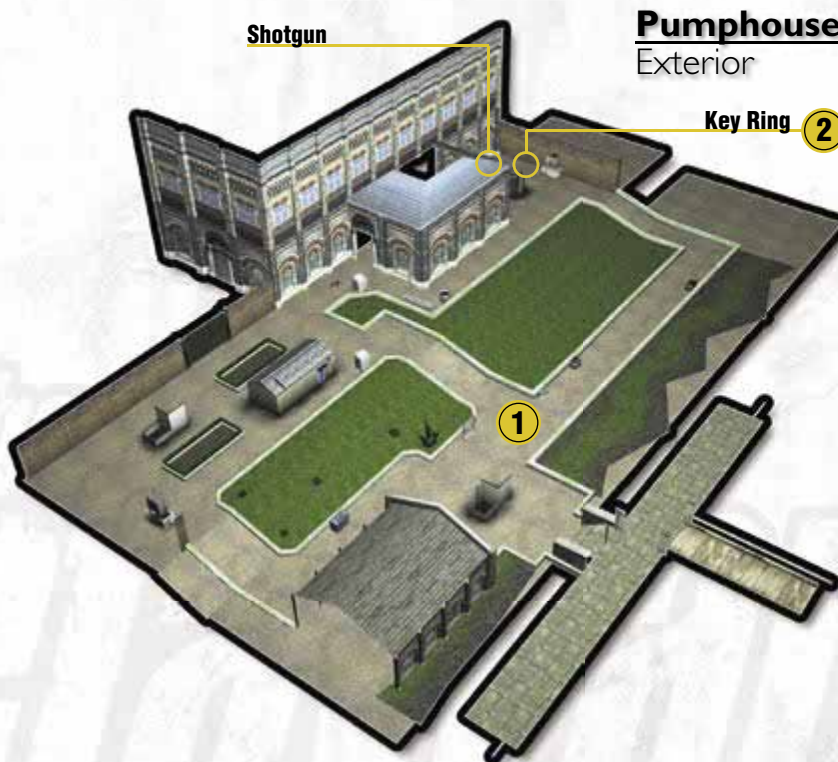
Foot (Action)

OBJECTIVE

Pursue Viktor through the Pumphouse. Kill him.

FAILURE CONDITION

• Death/Arrest of Eddie



Pumphouse Exterior

1 At this point, the decision you made in Chapter 18 will pay off; if you saved Jackie, Mitch will be your friend and sidekick throughout this mission. If you didn't, he'll fight you to the death.

JACKIE LIVED: If you saved Jackie, Mitch will stick with you throughout the ground floor of the pumping station. He won't help you fight Viktor, but he'll take out a lot of Viktor's henchmen so you can concentrate on the big man.

JACKIE DIED: If a battle is what it has to be, forget guns and attack Mitch in melee range. If you can't get behind him to smack him while he's battling the Russians, you'll need to roll at him to get in close. Pummel him with fists or pistol-whips, but don't try to grapple; his arrest move still trumps all!

SPECIAL NOTE To Player

There are four versions of the final mission. This time, it's whether or not you helped Sam that is the major factor. If you helped Jackie, too, then Mitch will fight by your side either way.

KEY RING

22a 22b



• **Unlocks Free Roaming:** "Leo," "Madame Celina"

2 Before you go inside, follow the path to the right of the door, all the way to the end, where you'll find this level's key ring as well as a handy shotgun. Note that there are two versions of this key ring: one for if you helped Sam, and one for if you ditched her, so you'll need to play both scenarios to get them. (They're in the exact same place.)



22a THE FINAL BATTLE

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

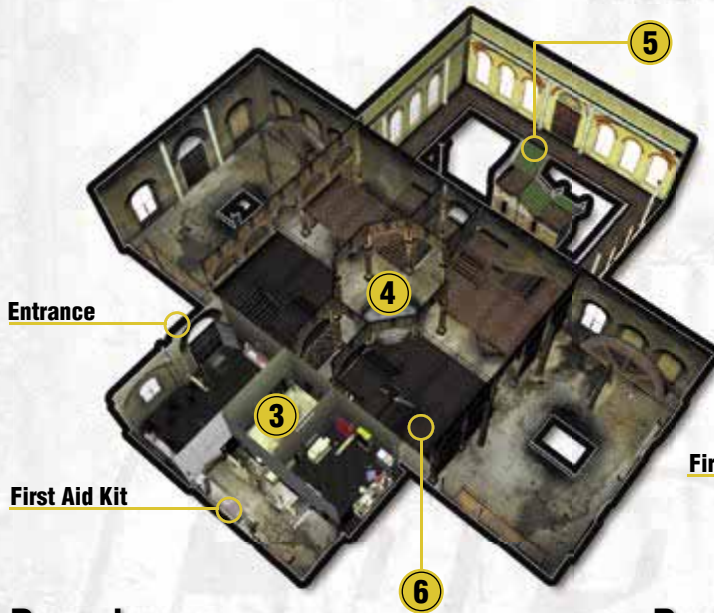
STORY REQUIREMENT

Helped Sam

FAILURE CONDITION

• Death of Eddie

ANALYSIS



Pumphouse
Ground Floor



Pumphouse
Basement

3 When you enter the building, all the action will be to your left. In a room to your right you'll find a first-aid kit, but beware of an enemy who may enter from the adjoining office to take a shot at you while you're drinking it.

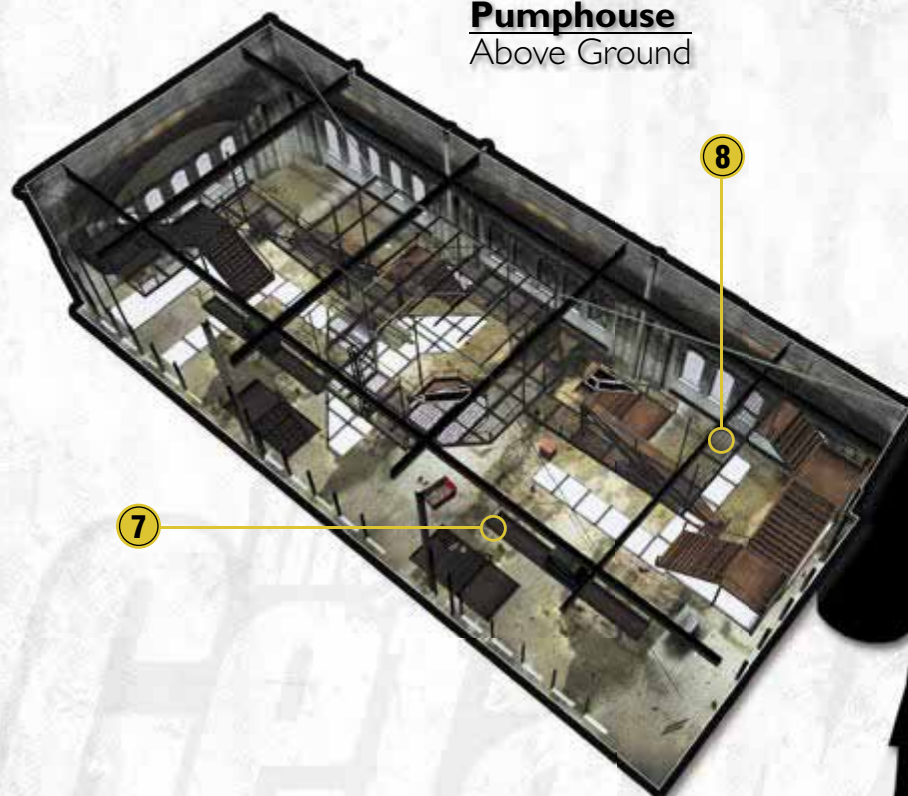
4 Through the left door, Viktor will take his first shots at you. You might as well just take cover behind the doorway, because he'll move on after a few shots whether you hit him or not. Afterward, try to pick off as many of his men as you can from the doorway before you pursue him.

5 Viktor will run into an adjacent, water-filled room and cut through to the lower floor. You don't really need to follow; all you need to do is head downstairs through any of the three staircases, poke your head into the central room, and go back up. But if you take the time to explore the basement's central room, you can find a first-aid kit on the wall!



You don't really need to follow Viktor; all you need to do is head downstairs through any of the three staircases.

Pumphouse Above Ground



6 Back in the central stairway area, Viktor will move up stairs, and the barricades on each of the stairways will be lifted. Before you follow, make sure you've eliminated each of his men on this floor, or they'll follow you up.

7 In the upper platform, Viktor will hide at one end; find some cover toward the middle where you're within range to shoot him, and take pleasure in how much better you are at manual targeting than he is. After he takes a few hits, he'll run upstairs. Use the staircase on the opposite end to follow him up.

8 In the top level, take cover behind one of the metal sheets, and aim for Viktor's head when he reveals himself. Since you've already softened him up, it won't take many hits to finish Viktor off.



Take cover behind one of the metal sheets, and aim for Viktor's head when he reveals himself.

22b THE FINAL BATTLE

SGT. BEN MITCHELL / EDDIE O'CONNOR / SAM

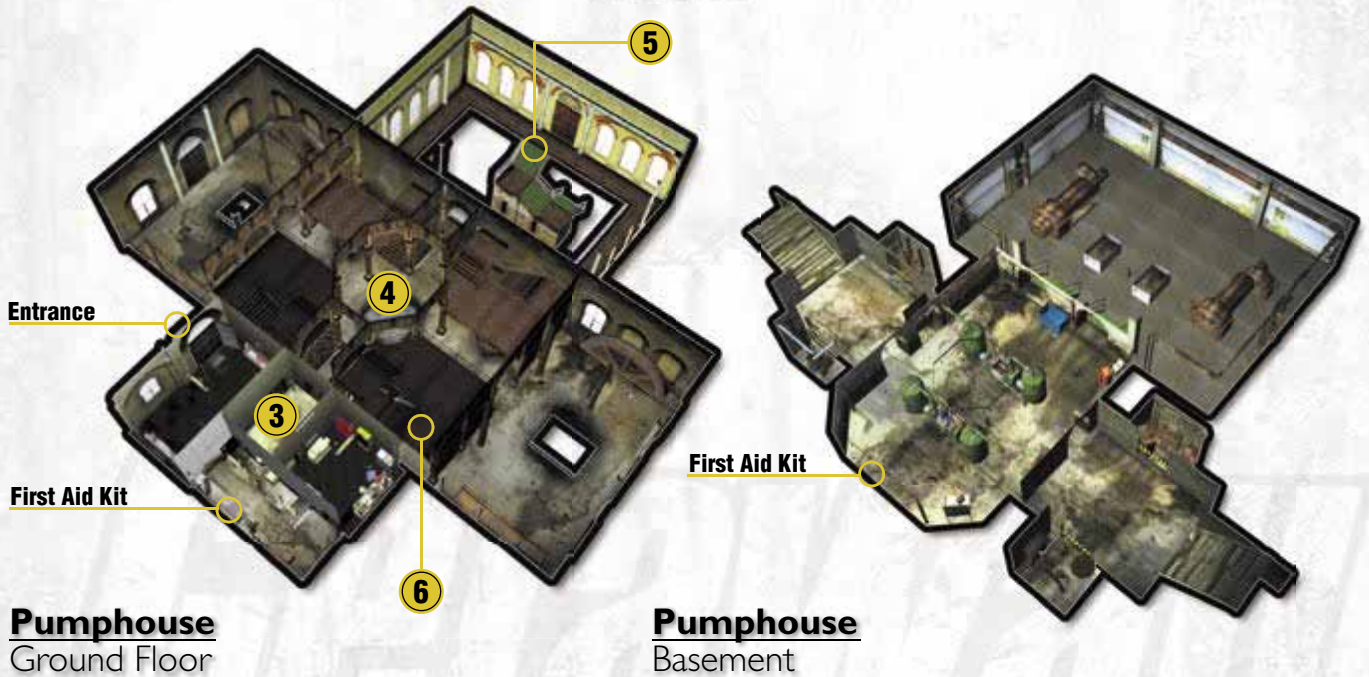
STORY REQUIREMENT

Abandoned Sam

FAILURE CONDITION

• Death of Eddie

ANALYSIS



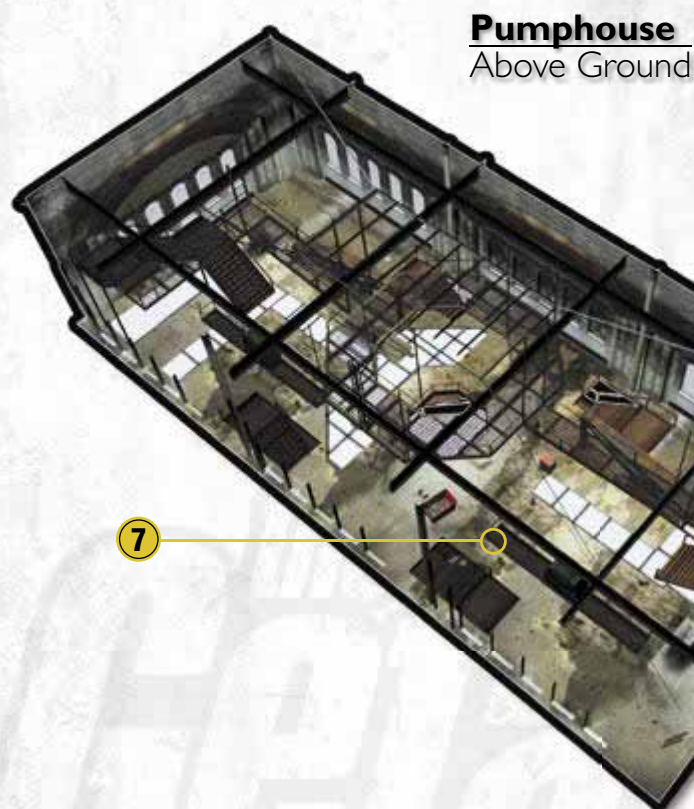
3 When you enter the building, all the action will be to your left. In a room to your right you'll find a first-aid kit, but beware of an enemy who may enter from the adjoining office to take a shot at you while you're drinking it.

4 Through the left door, Viktor will take his first shots at you. You might as well just take cover behind the doorway, because he'll move on after a few shots whether you hit him or not. Afterward, try to pick off as many of his men as you can from the doorway before you pursue him.

5 The barrel in the middle of the basement is so explosive it will clear the whole room, as well as destroying the generator. Detonate it from the doorway, but don't go in yet. Stay against the wall and shoot the new enemies that will come rushing down the stairs as soon as the engine blows. (If Mitch is with you, he'll usually kill them for you.) When the coast is clear, go into the engine room and grab the first-aid kit if you need it.



Stay against the wall and shoot the new enemies that will come rushing down the stairs as soon as the engine blows.



Pumphouse
Above Ground



6 Go out the way you came in, back to the station's central room, where Viktor will part ways with Sam. No, there's nothing you can do to save her...it's a little late to start caring now! Let her twitch while you target the enemies rushing down each staircase. When they're all dead, head up yourself. If Mitch is with you, the enemies will come from the ground, and he'll offer to deal with them while you pursue Viktor.

7 In the upper platform, Viktor will hide at one end; find some cover toward the middle where you're within range to shoot him, and take pleasure in how much better you are at manual targeting than he is. After he takes a few hits, he'll run upstairs, which is your cue to get out of the middle of the room! Unless Mitch is covering things downstairs, a new flight of enemies will come rushing up the stairs, and if you're in the middle, you'll be surrounded. Find some cover in a corner and pick them off before you follow Viktor up.

8 In the top level, take cover behind one of the metal sheets, and aim for Viktor's head when he reveals himself. Since you've already softened him up, it won't take many hits to finish Viktor off.



If Mitch is with you, he'll offer to deal with your enemies while you pursue Viktor.





04 SPECIAL FEATURES

EXTRA MODES CERTAIN TO CHALLENGE AND ENTERTAIN

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04 SPECIAL FEATURES

EXTRA MODES CERTAIN TO CHALLENGE AND ENTERTAIN

01 Race Mode

The Race Mode is a test not just of driving skills, but of cunning. Even if you can't drive perfectly, every race has a series of shortcuts you can exploit to get an advantage over your computer-controlled opponents. You'll lose the race if you stay off the track for too long, so you'll need to plan your shortcuts carefully. Some shortcuts are simply unmarked alleys, but in others, you'll need to drive through cones or even barricades, which can be smashed if you hit them with enough velocity. You can unlock 20 different races, which use 10 different tracks. The second race on each track is much harder than the first, so you'll need to use all the tricks in your arsenal to beat them! For the 10 courses below, we've drawn in the best shortcuts in red. All shortcuts apply to both races on that track unless otherwise noted.

1 Principal

11 Cabby

Follow the course until you reach the first little park, and turn right immediately before it. Hang another right at the Burger King at the end of the plaza, and turn left onto a major road. Your off-the-course warning will start beeping, but you have just enough time to make it to the end. Watch your map so you don't miss the right turn back onto the course, as there are no cones to mark the spot!



2 8 Litre

12 Voodoo

There is no easy shortcut here, since it's easier to win the race honestly than to try to thread one of these high-powered racers through winding park trails. But there is a ruthless cheat: Just drive forward a fair distance, then turn around, accelerate to top speed and ram the barricade at the beginning of the race. If you hit it hard enough, you can pass right through it, and then it's just a short drive to the end of the race.



3 Oi, Ladies!

13 Power Drive

Oi indeed! Not only are you stuck with the sissiest car on the track, but there are almost no significant shortcuts you can exploit here. The key seems to be the hard right turn after the first straightaway; go past the needle in the traffic circle and don't turn left until you see the barricade. This slightly off-track shortcut should give you the lead. After that, beware of the two tunnel underpasses. The first one you absolutely must *not* take (bear left at the streetlight to avoid it), but you have to take the second to reach the finish line.



4 Riverside

The key to victory in this course is simple: Just turn around immediately after the starter pistol fires, and cut through the park. This should put you about a half minute ahead, but to further cement your lead you can head down the course in the wrong direction for a block or two, and hang a left to take a second major shortcut through a tunnel.

**5 East End**

There are several good shortcuts here, and the one at the end can turn even a losing race around. Basically, an opportunity is waiting wherever you see traffic cones. The other cars know it too, and will exploit the shortcuts themselves, but the big one in Borough is yours alone.

**6 Rozzas**

There are a few brief shortcuts here, like cutting off the circle on the first major turn and hanging a left one street earlier afterward, but it's the direct route through Southwark that makes the race. The timing is tight, but you have just enough time to make it before you get an off-the-course failure. In Rozzas, don't feel bad about cheating in a cop race; you deserve an edge after that crappy little meter maid-mobile they stuck you in.

**7 The Mods**

Pulling this shortcut off is a lot trickier than it looks. Blast past the cones north of the second part, then hang a left and duck into a side street to cut out most of Soho. The problem is, you're barricaded in, and time is running out! Fortunately, your bike is just thin enough to slip between two barricades here, if you maneuver very slowly and carefully between the barricade on the edge of the sidewalk and the one on the street.

17 Utility

In Utility, the shortcut is much easier, since your van has the power to ram barricades at high speeds. Go straight through the cones at the beginning of the race, then hang a right so you'll be pointing at the barricades with enough distance to build up a good surge of speed. Ram them, and keep on going straight to ram the second set; there's no need to turn.

8 So-Hos

Only chumps go anywhere near the actual race in this one. After a few blocks of driving, cut through the alleyway between the blue fence and the red building, then hang a right and take any one of a number of side streets to reach the last leg of the race. You can beat the second place driver by a minute and a half, easily.



9 Off Road

Making significant shortcuts here is extremely difficult, since the game gives you so little time before the off-track counter starts beeping. Nevertheless, the prospect of cutting out the entire second half of this race is too good to pass up. After the first park, veer right on the straightaway, and you'll see a path through the woods (to the right of the barricades) that ultimately leads to the race's final stretch. Doing it in time is difficult, so you may find it easier to just drive hard and take the easy shortcuts in the Off Road race. In the very difficult Hyde and Seek race, this shortcut is almost the only way to win.



10 Classic

The obvious shortcut here is along the street north of the Broadgate district. Don't let the barricades throw you; if you hit them hard enough with your powerful little racer, you can pass right through them! Rejoin the race just long enough to reset your off-the-course counter, then take a second shortcut by bashing through a second barrier. You'll win this one by miles.



18 Supercars

19 Hyde and Seek

20 Bonus



02 Black Cab Mode

This mode puts you behind the wheel of a black cab and lets you work the streets of London “the legal way.” The goal of the four missions is pretty straightforward: You must earn the target amount of money by transporting your paying customers from point A to point B. The car’s controls are the same as the single-player game with one very important difference: The **A** button does not allow you to leave the vehicle. Instead, it gives you a behind-the-wheel view which will show you the time left on the overheard meter in green and your current earnings on the red meter to your left. **Note:** This unique view is fun for driving around and checking things out, but it is not very practical for weaving through traffic.



Failure Conditions

The two ways you can lose are by failing to achieve the target amount of cash or by failing to deliver a customer to his or her destination in a timely fashion. The tricky part is that you never know exactly how quick you need to be with each fare. If you are taking too much time the passenger will start to complain about the urgency of their trip. As a final indicator, a beeping sound will emanate and increase in pace to warn you that you are in danger of blowing the mission.



Rule of the Road

The good news here is that there aren't any. YES, that means you can plow into as many cars and run over any number of people and the police will not touch you. Furthermore, your “special” cab is nigh invulnerable, so you can take as much damage as you want without worrying about messing up your nice ride. In addition, all of your fares are pretty much immune to your attempts at vehicular manslaughter; you can run them over and after a short bit they will pop up again and be ready to hop in your cab. What a country!



Fares

This must be your lucky day because there is a plethora of people who seem to need a cab. In fact, you start out each mission with someone hailing a cab right in front of you, and whenever you drop off a fare, there is another customer waiting to hop in. If there are two customers to choose from, your choice usually won't affect your success too much. However, in latter missions it can become much more of a factor. If you are finding it difficult to complete a mission, try picking up the alternate customer to see if their destination to cash ratio is better. The fare is roughly determined by the distance you travel, but some fares simply yield a better payoff per distance.



Earning Cash

The goal is to earn lots of cash as quickly as possible, and there are two key factors that will affect your cash flow. First, you need to get your passengers to their destinations as quickly as possible. Your customers know the streets rather well and will prompt you with directions, but even without these audible tips, the tail light (and inside) indicators will guide you. However, these indicators do not always represent THE fastest way to get to your destination. The best strategy is to hit pause and check your map periodically to make sure you are taking the fastest route.

The other financial factor is tipping. Tips are determined by how fast and/or "safe" you are. So, while you are making a mad dash to drop off your customers, you need to be somewhat careful not to cause too much mayhem or the customer will start complaining and stiff you on the tip. The amount of the tip can vary from around 1 to 5 Pounds. As you'd imagine the tipping is generally based on the amount of the fare. Thus, not only is a £20 fare a good price but have the potential to earn a £5 tip. Tips become a lot more important in the later mission where you will



really rely on them to make your quota. Note the earnings breakdown in each of the sample runs to see how much of a factor the tips really become!

Driving Tips

Ultimately your goal is a balance of cutting through traffic to be as quick as possible while trying not to scare the life out of the paying customer. Keep in mind that driving too cautiously will never get you the cash you want—most people will tip as long as they get there fast and in one piece.

Use the sidewalks and open lanes to make great time on the straightaways. Also, keep an eye out for your next fare when you drop off your current customer. You should always try to get as close to the new fare to minimize loading and unloading times.



Sayings From the Back of the Cab

- Got me here but I'm not impressed.
- I'm going to be late!
- You should watch your driving next time.
- Keep your eye on the road.
- I can walk faster than this
- Look I said step on it.
- I'm sorry but your driving is appalling, stop pissing around or I'll never get there.
- You drive as bad as my old man who was cited for drunk driving.
- Do you mind not swinging about like that you're really pissing me off.
- Blimey would you just drive more careful.
- My grandpa drives a rickshaw better than this.
- Watch the f**k out, you got some kind of death wish.
- Help me, my driver is insane.
- Jesus Christ you're frightening the life out of me.
- Lord help me!
- You're one mean driver but I like your style.
- What are you doing asshole? My aunt drives better than this and she's blind.
- If you want to trash your car go ahead, but wait until I'm not in it.
- You think you're driving a tank, do ya?
- Did you pass your test or what?
- I heard about European driving, you don't give a shit do ya?
- I'm getting sick back here...quit bashing the f**king car around.
- You gotta learn to control this thing, it's all over the place.

02 Black Cab Mode

Continued

SOHO

TARGET	TIME LIMIT	AVERAGE EARNINGS
50 Pounds	10 Minutes	Fare: £70 Tips: £2 Total: 72 Pounds

This is a small area to work with. You will essentially be taxiing around the same couple of streets and can even loop back to the beginning. The streets can get small and congested in these hotspots, especially with all the one-way streets. The theme of this mission is short jaunts.

Sample Run:

SEX	DESCRIPTION	DESTINATION	FARE (£)
M	green shirt	Chinatown	10
F	green shirt	Palace Theater	5
F	dark suit	Video Shop Porn Alley	5
F	white top red skirt	Piccadilly Circle	5
F	green suit	Friends For Coffee	5
M	suit & balding	Oxford Station	10
F	green shorts	Berrte Street Market	5
F	dark shorts	Golden Square	5
F	green top	Palladium	5
M	dark suit	Soho Square	10
F	-	Sex Alley	5



EAST END AND CITY

TARGET	TIME LIMIT	AVERAGE EARNINGS
60 Pounds	10 Minutes	Fare: £60 Tips: £2 Total: 62 Pounds

This is a lot more wide open than the Soho area. Your main goal will be to use the open sidewalks or opposite lanes of traffic to make great time. You will be going a lot longer distance than before but the roads are a lot more open.

Sample Run:

SEX	DESCRIPTION	DESTINATION	FARE (£)
F	grey top	Bank of England	5
F	brown suit	Cannon Street Station	5
M	brown suit	London Police	10
M	green jacket	Liverpool Street	10
M	same guy	Albania Street	10
M	-	City University	10
M	blue shirt	Station	10



02 Black Cab Mode

Continued

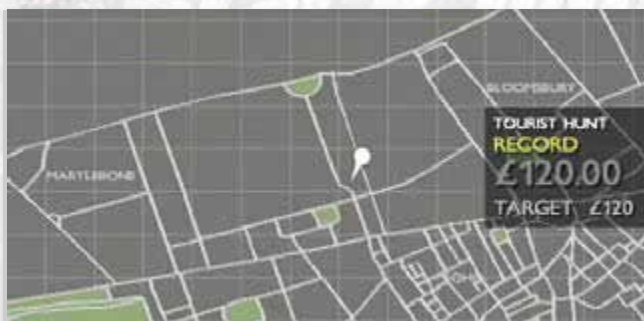
TOURIST HUNT

TARGET	TIME LIMIT	AVERAGE EARNINGS
120 Pounds	10 Minutes	Fare: £110 Tips: £12 Total: 122 Pounds

A lot more open space in this mission. You will be traveling back and forth from the arch area, and will have to deal with several parks in the middle of the roads that force you to take subtle turns to stay on course. Use the auto map to make sure you are taking the best course and staying on target.

Sample Run:

SEX	DESCRIPTION	DESTINATION	FARE (£)
F	white top, grey pants	Regency Park	10
M	dark suit	Marble Arc	20
M	blue suit	Ebon Street	20
M	?	Hyde Park corner	20
F	tan top	Bellgrave Square	10
M	grey shirt	Big Ben	20
F	tank top	Buckingham Palace	10



SOUTH OF THE RIVER

TARGET	TIME LIMIT	AVERAGE EARNINGS
160 Pounds	10 Minutes	Fare: £140 Tips: £22 Total: 162 Pounds

This last mission is pretty difficult. There are a lot of choices of fares and many are simple £5 runs that are not worth the effort. This is the first mission where choosing a better customer really pays off. There are numerous other options, but the point is simply to get those £20 fare and the £5 tips!

Sample Run:

SEX	DESCRIPTION	DESTINATION	FARE (£)
M	dark suit	Park Street	20
M	black t shirt	University	20
M	grey sweater	Waterloo Station	20
M	dark suit	London Bridge	20
M	green coat	Old Vic	20
M	suit	destination unknown	10
M	green shirt	Scosby Street	20
F	suit	Park Street	10



04 Chase Mode

The goal of Chase Mode is to pursue fleeing criminals and destroy their vehicles before you run out of time. You have no gun, so you'll have to rely on standard ramming tactics here. The best strategy is usually to run them into a wall where you can back up and hit them repeatedly while they try to pull out. But driving slowly in front of them in tight roads or continuously rear-ending them can be effective too, since your car is effectively indestructible.

Their cars get progressively tougher as the time limits get more strict, so the later missions are very challenging. You can usually catch up with the fleeing car after several seconds of nearly perfect driving, but if you suffer a setback like a collision in a later mission, you have very little chance of catching up with the perp. When this occurs, switch to your map and try to anticipate where the car is going, then set a course to meet them head on. You'll fail if you get too far from your quarry, so this is only advisable in routes with fairly short blocks. Fortunately, the cars tend to travel the same routes, so if you study them you'll be better able to anticipate their actions next time.



You'll have to rely on standard ramming tactics here.

05 Free Roam Mode

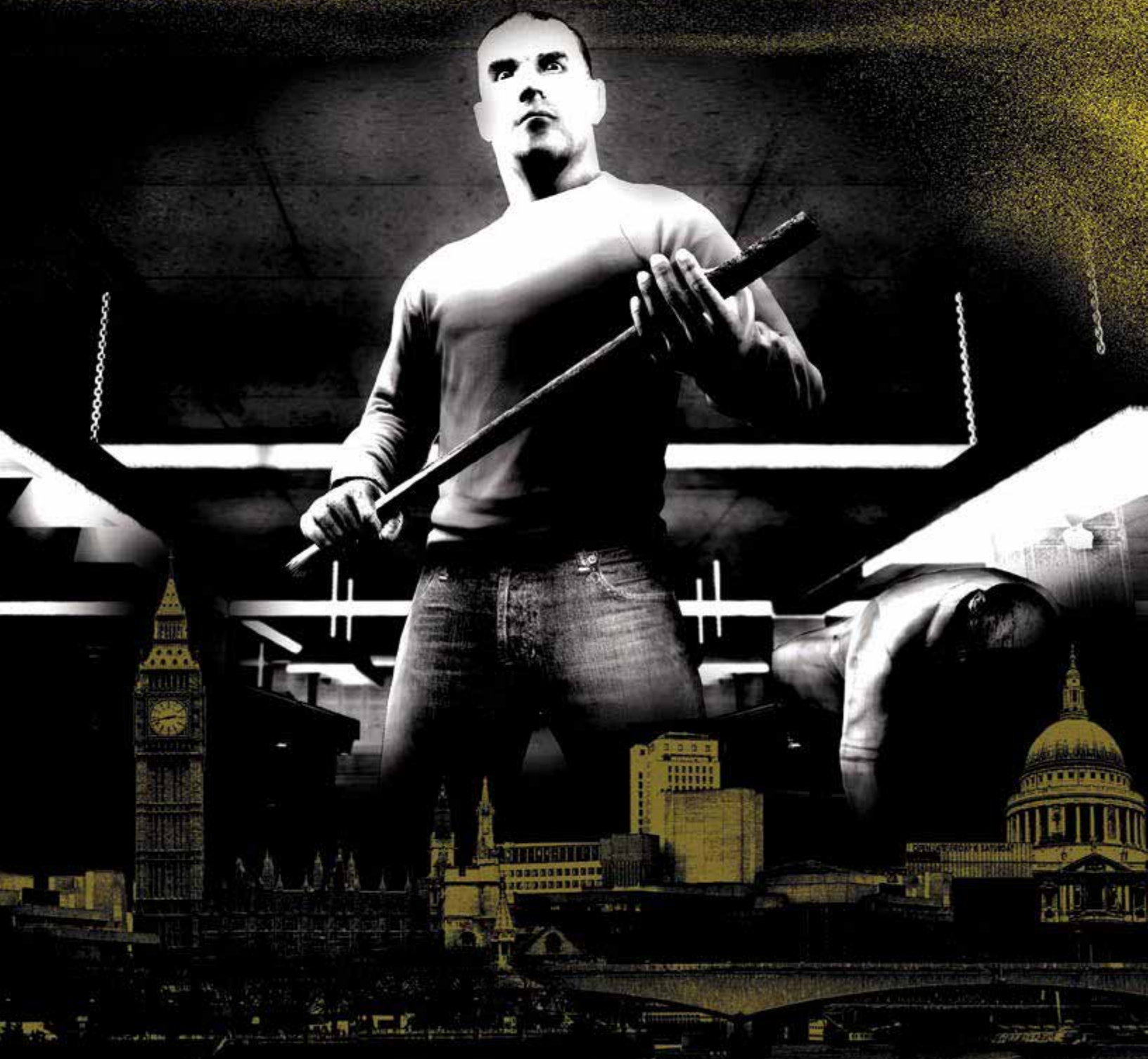
In Free Roaming Mode you can select a character and go do whatever the hell you want: Jack expensive cars, see the sights of London, or go on a killing spree. There are no gangs, and the cops won't hassle you unless you commit crimes. (Mitch, as usual, gets a pass.)

You begin the game with Mitch unlocked, and will unlock Eddie and Sam after their first missions. The game's villains will be unlocked after the missions in which they appear prominently: Yuri in Chapter 17, Jamahl in Chapter 18, Zara in Chapter 20, and Viktor in the final chapter. There are also two hidden porn star characters, Leo and Madame Celina, who will be unlocked after you find the final two key rings.

One of the big attractions in Free Roaming Mode is the hidden cars. There are 15, plus one hidden car that is exclusive to each character. See the Hidden Car appendix for more details. Enjoy!



In Free Roaming Mode you can select a character and go do whatever the hell you want (yes, even a porn star).



05 APPENDICES

EXTRA MODES CERTAIN TO CHALLENGE AND ENTERTAIN

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05 KEY RINGS APPENDIX

THE GETAWAY: BLACK MONDAY'S SECRETS REVEALED!



01 Key Rings Locations

There are 24 total key rings hidden in *The Getaway: Black Monday*. There's one in each of the game's 22 chapters, and since there are two versions of Chapter 14 and Chapter 22, each separate version has its own key. The key rings can be hard to spot, since they're drawn to scale, but your hero will bend over, and you'll hear a jingling sound when he or she picks one up. Each key ring unlocks a new Race, Chase, Black Cab or Free Roaming mission in the game's Special Features menu. See the previous section for more details.

Note that the game doesn't care *what* key rings you pick up, just how many you have. The "Oi, Ladies!" race will be unlocked after you pick up your first key, no matter whether it's from Chapter 1 or Chapter 22.

Key Ring Chart

1. Race: Oi, Ladies!	14. Race: Superbike
2. Race: Riverside	15. Black Cab: South of the River
3. Race: East End	16. Chase: The Warehouse
4. Race: Rozzas	17. Race: Saloon
5. Race: The Mods	18. Race: Gang Race
6. Race: So-Hos	19. Race: Utility
7. Black Cab: Tourist Hunt	20. Race: Supercars
8. Chase: Blackfriar's Bridge	21. Race: Hyde and Seek
9. Race: Off Road	22. Race: Bonus
10. Race: Classic	23. Free Roaming: Leo
11. Race: Cabby	24. Free Roaming: Madame Celina
12. Race: Voodoo	
13. Race: Power Drive	

1 Chapter 1

The first key ring is on the third floor of the apartment complex, by the red barrier outside of the apartment where the old lady has been taken hostage.



2 Chapter 2

As you leave the gym through the back door, turn to the right and head beneath the archway. Kick open the half-rotten door to your left, and you'll find it on the oil stain.



3 Chapter 3

In the parking lot at the entrance to the scrap yard, there are two large warehouses with green doors. The key is inside the one with the half-open door.



4 Chapter 4

After rescuing Jackie, you're forced to exit through a previously blocked storeroom. The key ring is in a room past the storeroom, to the right of the elevator.



5 Chapter 5

After the ambush at the beginning of this chapter, exit your car and run to a doorway on the right. Head up the stairs to a sniper balcony, where you'll find the key ring.



6 Chapter 6

Continue to the end of the spiral staircase at the beginning of this level. The key ring is past the two Yardies.



7 Chapter 7

At the beginning of the second mission, near the police shootout, look for a white house with two lion statues. The key ring is on the front step.



8 Chapter 8

Toward the end of the rooftop chase, you'll enter a hallway with a bank of lockers and a first-aid kit. Head to the right, and you'll find the key ring at the far end of the upstairs balcony.



9 Chapter 9

From the NE stairwell of the 15th floor, head back into the office block, and hang a right at the sign. The key ring is in the office through the first door on your left.



10 Chapter 10

The key ring is at the end of the small access tunnel to the right of the main sewer tunnel (use the second-to-last opening, right before the broken-down walkway).



11 Chapter 11

The key ring is in front of the urinals in the bathroom of the Snookers Club (just to the right after you enter).



12 Chapter 12

In the balcony that overlooks the main boxing hall, look behind the bar to find this chapter's key ring.



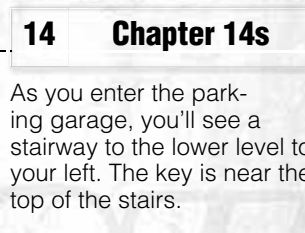
13 Chapter 13

Stop your car at the left-hand entrance to the Skobel building, and pick up the key ring in front of the guard booth.



14 Chapter 14e

In the Skobel building lobby, kick open the door at the far right (from the entrance) to uncover a utility room with the key ring.



14 Chapter 14s

As you enter the parking garage, you'll see a stairway to the lower level to your left. The key is near the top of the stairs.

15 Chapter 15

As soon as you step off the stairs on the 13th floor, go straight ahead and open the door with the round window to your left. Inside you'll find this chapter's key ring.



16 Chapter 16

The key ring is in the top floor of the porn studio, in an office opposite the dark room.



17 Chapter 17

After the intermission in which Jimmer is killed, leave Jimmer's office and examine the supply room immediately to the left, where you'll find the print works key ring.



18 Chapter 18

In the small second-story lounge area that connects the two factory floors, you'll find the key ring lying just to the right of the doorway.



19 Chapter 19

In the lobby area of Viktor's office, past the elevator, you'll find the key in a corner of the small office to your right.



20 Chapter 20

At the very beginning of this level, the key is in the open elevator to the left of the one Sam came down in.



21 Chapter 21

After you hop over the barrier in the engine room of Viktor's boat, head through the doorway to your right.



22 Chapter 22 (x2)

In the garden area, at the end of the path to the right of the pumping station entrance. There are two copies: one if you helped Sam in Chapter 13, and one if you abandoned her.





05 HIDDEN CARS & GARAGES

THE GETAWAY: BLACK MONDAY'S SECRETS REVEALED!

Hidden Cars



There are 24 hidden cars waiting to be discovered in the Free Roaming Mode. The 15 cars that can be discovered by any character are marked on this map with yellow text on circles. There are also an additional nine vehicles that can only be found in a particular character's Free Roaming Mode. These are marked with the first letter of the character's name in yellow text on grey circles. Typically, these are located within a block or so of that character's starting position. No other character can find these cars.

Garages

Also marked on this map of London, in yellow dots, are the game's seven save garages. If you want to use one of these hidden cars listed below in some other game mode, just park the car or bike in a garage (each garage can hold one of each), and then visit the same garage in another game mode. The car will be right where you left it!



**VAUXHALL DROOP
SNOOT RACE CAR**



**GERMAN MOTOR
HOME**



**CONGESTION
CHARGE VAN**



KEBAB VAN



TVR SAGARIS



**PENNYFARTHING
BICYCLE**



POLICE LOTUS ESPRIT



**VOODOO SUPERCAR
CONCEPT**



**LACIA STRATOS
"ALITALIA"**



**8 LITRE RACE CAR
"GETAWAY"**



**8 LITRE RACE CAR
"TIF"**



**8 LITRE RACE CAR
"SINGSTAR"**



**AMERICAN YELLOW
CAB**



FUNNYCAR DRAGSTER



**VAUXHALL CAVALIER
LOWRIDER**



Characters

MITCH	(M)
Vauxhall VX Lightning Concept Car	
EDDIE	(E)
TVR Sagaris	
SAM	(S)
MZ3 Rouse Racer	
YURI	(Y)
Freedom Fighter Pick Up	
JAMAH	(J)
Lancia Stratos Street Version	
ZARA	(Z)
Lancia Delta Intergrale "Martini"	
VIKTOR	(V)
Peugeot 406 "Taxi12"	
LEO	(L)
Hardware Scarab	
MADAM CELINA	(C)
MZ3 Rouse Racer	

Locations

Viktors's Penthouse	(1)
Knightsbridge	
Underground Station	(2)
Safe House	(3)
Porn Shoot	(4)
Riverboat jetty	(5)
Council Estate	(6)
Police Station	(7)
Holborn Underground	
Station	(8)
Scrapyard	(9)
Abandoned DHSS Building	(10)
Snooker Club	(11)
Print Works	(12)
Factory	(13)
Skobel Group Building	(14)
Danny's Gym	(15)
Victorian Pumping Station	(16)

Codes

Enter these codes during the opening movie, before the menu appears at the bottom. The top and bottom of the screen will flash green when they're activated. If you want to turn them off, enter them again!

Unlimited Health Regain

↑, ↑, ←, ←, →, →, ◎, ◎, ↓

With this code enables, you can regenerate limitless health by leaning against walls, like you could in the original The Getaway.

Silencer

↑, ↓, ←, →, △, ↑, ↓, ←, →, □

Whatever mode or chapter you begin at, your character will have the silencer equipped.

Screen Filter

□, △, →, ◎, ←, ←

A special visual effect on the screen.


(Note: This is also available after completing one of the storylines.)





05 WEAPON APPENDIX

LONDON'S WEAPONS OF MASS DESTRUCTION


Weapons are listed in order of "priority," which is the order Eddie values them. Eddie will always discard a weapon with a high-priority number for one with a low-priority number. If you disagree, you can always toss the new weapon with **F3** and pick up the old one.


MP412REX	Statistics	Comments
	<ul style="list-style-type: none"> • Type: Handgun • Priority: 12 • Capacity: 6 rounds • Dual Wield: Yes • Silencer: No 	The REX ("Revolver for EXport") is a Russian-made .357 Magnum prototype. This unconventional weapon is used by only a few top gangsters in London, so you'll rarely see them. It's even rarer that Eddie will grab one, since its slow firing and reloading speeds make it the lowest-priority weapon in the game.


Glock 17 / Glock 19	Statistics	Comments
	<ul style="list-style-type: none"> • Type: Handgun • Priority: 11 • Capacity: 19 rounds • Dual Wield: Yes • Silencer: Yes 	The Glock is Mitch's sidearm of choice, and Eddie will find plenty of them in the cold, dead hands of fallen cops and thugs. While the Glock can't match the Desert Eagle's punch, it can fire 19 rounds without needing to reload, and is the only handgun that can be fitted with a silencer.


Desert Eagle	Statistics	Comments
	<ul style="list-style-type: none"> • Type: Handgun • Priority: 10 • Capacity: 7 rounds • Dual Wield: Yes • Silencer: No 	This is the most powerful Desert Eagle model, firing deadly .50 AE rounds. With such large rounds, a clip can only hold seven bullets, so be conscientious about your reloading. When dual-wielded, even chest shots from the Desert Eagle can be lethal.

Baton Gun	Statistics	Comments
	<ul style="list-style-type: none"> • Type: Baton Gun • Priority: 9 • Capacity: n/a • Dual Wield: No • Silencer: No 	Mitch utilizes this gun in the Free Roaming Mode.

Sawn Off Shotgun	Statistics	Comments
	<ul style="list-style-type: none"> • Type: Shotgun • Priority: 8 • Capacity: 2 rounds • Dual Wield: No • Silencer: No 	The traditional double-barreled shotgun, as seen in the original <i>The Getaway</i> . A lengthy reloading process is required after every second shot, making this weapon highly impractical. It does fire in a wide arc, potentially flooring a group of foes, but you'll want to switch to handguns to finish them off.

Benelli M3	Statistics	Comments
	<ul style="list-style-type: none"> • Type: Shotgun • Priority: 7 • Capacity: 8 rounds • Dual Wield: No • Silencer: No 	The Benelli M3 packs the wide arc and short-range power of other shotguns, but can be loaded with eight shells at once. While this makes it clearly superior to the Sawn Off Shotgun, it takes much longer to reload than the clip-fed Saiga 12K.

Saiga 12K	Statistics	Comments
	<ul style="list-style-type: none"> • Type: Shotgun • Priority: 6 • Capacity: 8 rounds • Dual Wield: No • Silencer: No 	The Saiga 12K is an excellent weapon, capable of firing relatively quickly and reloading at clip-swapping speed. The Saiga 12K resembles the AK-47, but is a drastically different weapon. It fires in a wide arc, but like other shotguns, its power diminishes to nothing at long range.

PP-19 Bizon	Statistics	Comments
	<ul style="list-style-type: none"> • Type: Assault Rifle • Priority: 5 • Capacity: 64 rounds • Dual Wield: No • Silencer: Yes 	The Bizon's 64-round magazine is the largest magazine of any weapon in the game, and has more than double the capacity of the higher priority AK-47. The Bizon's lesser range and lack of accuracy are probably the reason Eddie ditches it for an AK whenever he gets the chance.

AK-47	Statistics	Comments
	<ul style="list-style-type: none"> • Type: Assault Rifle • Priority: 4 • Capacity: 30 rounds • Dual Wield: No • Silencer: Yes 	The classic AK-47 can fire 600 rounds per minute without sacrificing range or accuracy. Since ammunition comes in only 30 rounds clips, however, you should fire only in very short bursts.

AK-47M



Statistics

- **Type:** Assault Rifle
- **Priority:** 4
- **Capacity:** 30 rounds
- **Dual Wield:** No
- **Silencer:** Yes

Comments

The modified AK-47M is popular with Russians, but its longer barrel has no effect on its in-game properties. Its clips are compatible with the standard AK-47 and the two weapons have the same priority.

Vikhr SR-3



Statistics

- **Type:** Submachine Gun
- **Priority:** 3
- **Capacity:** 20 rounds
- **Dual Wield:** Yes
- **Silencer:** No

Comments

This submachine gun is strictly inferior to the assault rifles, but Eddie will grab it in hopes of assembling a pair for dual-wielding. It cannot be fitted with a silencer and has a smaller clip than the other submachine guns.

MP-5



Statistics

- **Type:** Submachine Gun
- **Priority:** 2
- **Capacity:** 30 rounds
- **Dual Wield:** Yes
- **Silencer:** Yes

Comments

This is the primary weapon of Mitch's police squad, prized for its rapid firing speed and strong accuracy for an automatic weapon. Eddie can wield two at once, so he should keep an eye out for dead cops and police cars, where they can often be found.

AEK-919K



Statistics

- **Type:** Submachine Gun
- **Priority:** 1
- **Capacity:** 30 rounds
- **Dual Wield:** Yes
- **Silencer:** Yes

Comments

This submachine gun is basically interchangeable with the MP-5, except the AEK has a slightly higher firing rate. This increases its damage-dealing potential, but it means you have to be more careful about conserving ammo.

Crowbar



Statistics

- **Type:** One-Handed Melee

Comments

Somewhat better than your fists, but it's not your top choice.

Extendible Baton



Statistics

- **Type:** One-Handed Melee

Comments

A reasonably powerful single-handed weapon that swings quickly.

Knuckle Duster**Statistics**

- **Type:** One-Handed Melee

Comments

The knuckle duster stays on Eddie's fist and will not be discarded for a superior weapon.

Machete**Statistics**

- **Type:** One-Handed Melee

Comments

This knife is lethal, but its range isn't much better than your fists.

Monkey Wrench**Statistics**

- **Type:** One-Handed Melee

Comments

There's something satisfying about beating people with this weapon, despite its dismal range.

Night Stick**Statistics**

- **Type:** One-Handed Melee

Comments

The best one-handed weapon, the night stick is an efficient combination of speed, range, and power.

Baseball Bat**Statistics**

- **Type:** Two-Handed Melee

Comments

This is the lowest-priority two-handed weapon, but its power makes up for its lack of range.

Snooker Cue**Statistics**

- **Type:** Two-Handed Melee

Comments

Even broken, the cue has impressive range and swings quickly, but it isn't the most powerful weapon.

Steel Pipe**Statistics**

- **Type:** Two-Handed Melee

Comments

Heavy and crude, but no normal enemy will get up again after taking a pipe to the head.

Walking Stick**Statistics**

- **Type:** Two-Handed Melee

Comments

Add a dapper touch of style to your thug-bashing with this quick and deadly beating stick.

Wooden Stick**Statistics**

- **Type:** Two-Handed Melee

Comments

At the end of the day, nothing trumps a 2x4. Its wide swing can flatten every enemy in a room.



05 VEHICLE APPENDIX

LONDON'S MODES OF TRANSPORT



AMBULANCE



**BICYCLE
PENNYFARTHING**



BLACK CAB



**BRABUS SMARTSPORT
BI-TURBO**



**BRABUS
A CLASS**



**BRABUS
C CLASS**



**BRABUS
CLK CONVERTIBLE**



**BRABUS
CLK COUPE**



**BRABUS
M CLASS**



**BRABUS
MAYBACH**



**BRABUS
S CLASS**



**BRABUS
SL**



CCM R30



CITROEN BX



CITROEN C8



**CITROEN C8
POLICE CAR**



CITROEN C15



**CITROEN
RELAY BINVAN**



**CITROEN RELAY
CONGESTION CHARGE**



**CITROEN RELAY
GERMAN MOTORHOME**



**CITROEN RELAY
KEBAB VAN**



**CITROEN RELAY
POLICE VAN**



**CITROEN RELAY
SKOBEL**



**CITROEN
XANTIA**



DENNIS FIRE ENGINE



DUCATI 999



**DUCATI 999
CUSTOM**



**DUCATI
MONSTER**



**DUCATI
MONSTER CUSTOM**



**DUCATI
MULTISTRADA**



FIAT 500



FIAT BRAVA



FIAT CINQUECENTO



FIAT COUPE



FIAT MULTIPLA



FIAT STILO



FIAT STILO CUSTOM



GINETTA G33



HARDWARE SCARAB



HOT ROD



LANCIA INTERGRALE



**LANCIA INTEGRALE
MARTINI**



LANCIA STRATOS



**LANCIA STRATOS
ALITALIA**



LOTUS ELISE



LOTUS ESPRIT



**LOTUS ESPRIT
POLICE CAR**



MG BGT



MG TF



MOPED



MOPED MOD



MOPED MODERN



MOPED PIZZA BIKE



MOUNTAIN BIKE



MZ3



MITSUBISHI DELICA



**MITSUBISHI
EVOLUTION VII**



**MITSUBISHI
EVOLUTION CUSTOM**



MITSUBISHI GT



MITSUBISHI L200



**MITSUBISHI L200
ASSAULT**



MITSUBISHI PAJERO



**MITSUBISHI PAJERO
SOHO 2**



PEUGEOT 205 GTI



**PEUGEOT 205 GTI
MAX POWER**



PEUGEOT 206



PEUGEOT 307CC



PEUGEOT 406



PEUGEOT 406 COUPE



**PEUGEOT 406 "TAXI2"
MODIFICATION**



PEUGEOT 607



RENAULT 5



RENAULT 19



RENAULT CLIO



RENAULT CLIO V6



RENAULT KANGOO



RENAULT KANGOO VAN



**RENAULT LAGUNA
MK1**



**RENAULT LAGUNA
MK2**



**RENAULT LAGUNA
POLICE CAR**



**RENAULT LAGUNA
S019**



**RENAULT LAGUNA
S019 POLICE CAR**



**RENAULT MEGANE
MK1**



**RENAULT MEGANE
MK2**



RENAULT TRAFIC



**RENAULT TRAFIC
BLACK SKOBE**



ROUTEMASTER BUS



ROVER 25



ROVER 25 POLICE CAR



ROVER 75



ROVER 214



ROVER 220 TURBO



**ROVER 220 MAX
POWER**



ROVER 800



ROVER METRO



ROVER STREETWISE



RUBBISH TRUCK



SINGLE DECKER BUS



TAXI CUSTOM



TRIUMPH BONNEVILLE



TRIUMPH DAYTONA



**TRIUMPH DAYTONA
SPECIAL PAINT**



TRIUMPH ROCKET III



TRIUMPH SPEED TRIPLE



TRIUMPH SPEED TRIPLE COURIER



TRIUMPH TROPHY POLICE BIKE



TVR CERBERA



TVR SAGARIS



VAUXHALL ASTRA



VAUXHALL ASTRA MAX POWER



VAUXHALL ASTRA MK5



VAUXHALL ASTRA POLICE CAR



VAUXHALL CARLTON



VAUXHALL CAVALIER LOWRIDER



VAUXHALL CAVALIER MK1



VAUXHALL CAVALIER MK2



VAUXHALL CAVALIER TAXI



VAUXHALL CORSA



VAUXHALL DROOP SNOOT RACER



VAUXHALL FRONTERA 2 DOOR



VAUXHALL FRONTERA 4 DOOR



VAUXHALL FRONTERA EDDIE



VAUXHALL MONARO



VAUXHALL NOVA



VAUXHALL OMEGA ESTATE POLICE CAR



VAUXHALL TIGRA MK1



VAUXHALL TIGRA MK2



VAUXHALL VECTRA MK2



VAUXHALL VIVA



VAUXHALL VX LIGHTNING



VAUXHALL VX220



VAUXHALL ZAFIRA



VOODOO SUPERCAR



YELLOW CAB



8 LITRE RACE CAR "EYE TOY"



8 LITRE RACE CAR "GETAWAY"



8 LITRE RACE CAR "HARDWARE"



8 LITRE RACE CAR "LONDON STUDIO"



8 LITRE RACE CAR "SINGSTAR"



8 LITRE RACE CAR "TIF"

